

MSSL Umpiring Clinic



- Part 1:
 - Overview
 - Official Rulebook: Sections 1-9
 - Official Rulebook: Sections 10-15
- Part 2: Points of Emphasis
- Part 3: Unique MSSL Rules
- Part 4: Mechanics
- Part 5: Comments

Prepared by Steve Baranick

October 17, 2019

Revised: March 6, 2021

Part 1

Overview

Official Rulebook: Sections 1-9

Official Rulebook: Sections 10-15

Part 1

- Overview
 - Game Rules
 - Official Baseball Rulebook published annually by “Sporting News”
 - Official Senior Softball-USA Rulebook of the Independent Softball Association (ISA) 2019-2020
 - Menifee Senior Softball League (MSSL) Rules of Play,
Revised: September 3, 2019
Revised: February 16, 2020
 - Purpose
 - Acquire basic umpiring knowledge for our league, and
 - Consistency among our umpiring staff

Part 1 (Cont'd)

- OFFICIAL RULEBOOK: SECTIONS 1 - 9

What we will cover:

- SECTION 1: DEFINITIONS
- SECTION 2: PLAYING FIELD DIMENSIONS
- SECTION 3: PLAYERS' EQUIPMENT
- SECTION 4: PLAYERS AND SUBSTITUTES
- SECTION 5: THE GAME
- SECTION 6: PITCHING REGULATIONS
- SECTION 7: BATTING
- SECTION 8: ON BASE SITUATIONS
- SECTION 9: MISCELLANEOUS

Part 1 (Cont'd)

- OFFICIAL RULEBOOK: SECTIONS 10 - 15

What we will NOT cover:

- SECTION 10: ADVERSE WEATHER
- SECTION 11: HALL OF FAME
 - All you need to know is Rex Finley was inducted on Monday, October 18, 2010 at the Senior Softball World Championships in Phoenix, AZ
- SECTION 12: REGISTRATION
- SECTION 13: COMPETITION PROCEDURES
- SECTION 14: AWARDS
- SECTION 15: DISQUALIFICATIONS

Part 1 (Cont'd)

- SECTION 1: DEFINITIONS

- Appeal Plays

- Missing a base

- (Note: batter-runner touching inside base ONLY when a play is being made on him is an automatic out; i.e. no appeal is necessary)

- Not tagging up
 - Batting out of order
 - Making a move toward 2B after a turn at 1B
 - After the third out to nullify a run

- Illegal Player – appeal must be made while he is in the game

- Example: in our league, a 5-rated player replacing a missing 6-rated player

- Illegal Courtesy Runner

- a “continuing violation” which may be appealed at any time while runner is on base

- Base on Balls

- Dead ball
 - Pitcher may notify umpire to walk a batter intentionally
 - In our league, batter requiring a courtesy runner need not go to first base if walked

Part 1 (Cont'd)

- SECTION 1: DEFINITIONS (Cont'd)
 - Base Path
 - is normally 3 feet on either side of a direct line between the bases; however, when a defensive player is attempting to tag a runner, then it is a direct line between the base and the runner
 - If the runner runs out of the base path to avoid a tag, he is out
 - Batter's Box
 - Prior to the pitch the batter's feet must be on or inside the lines of the batter's box
 - If his foot is entirely outside of the lines of the batter's box or if he steps on the mat anytime during the pitch when he hits the ball (fair or foul), he is out

Part 1 (Cont'd)

- SECTION 1: DEFINITIONS (Cont'd)
 - Catch
 - It's still a catch when the fielder drops the ball after reaching into his glove to remove it or in the act of throwing
 - It's not a catch if the fielder drops the ball after colliding with another player, the umpire, the fence, or the ground
 - It's not a catch unless it is held in his glove or hand
 - Charged Conference
 - One per inning (offensive or defensive)
 - Commitment Line
 - Runner re-crossing the commitment line is out. Ball remains alive
 - Once runner's foot touches the ground on or past the commitment line, he may no longer be tagged out
 - If tagged after crossing, runner is safe and ball remains alive -- obstruction; runner may go directly back to the dugout

Part 1 (Cont'd)

- SECTION 1: DEFINITIONS (Cont'd)
 - Dead Ball
 - The dead ball line is out of play
The foul line is in play (should really be called the fair line)
 - Ejection
 - An ejected player will be removed from the game
 - A flagrant act will require the player to leave the park
 - The ejected player's spot in the batting order will be an out every time up
 - Note: an injured/early departure player's spot will be an out only the first time

Part 1 (Cont'd)

- SECTION 1: DEFINITIONS (Cont'd)
 - Fair Ball/Foul Ball
 - is judged by the relative position of the ball and the foul line and not where the fielder is when he touches the ball
 - A batted ball bounding past first base or third base in fair territory no matter where it hits after going past the base is a fair ball
 - A batted ball bounding or rolling past first base or third base in foul territory is a foul ball
 - A batted ball that touches the batter or bat (in his hands) a second time while the batter is in the box is a foul ball
 - Foul Tip
 - is a batted ball that goes directly from the bat, not higher than the batter's head, and is caught by the catcher
 - with senior softball's 3-strike rule, caught or not it is effectively a foul ball

Part 1 (Cont'd)

- SECTION 1: DEFINITIONS (Cont'd)
 - Force Out
 - is an out made when a runner has to advance to the next base because the batter becomes a runner and before any succeeding runner has been put out
 - No runs score on a batted ball that ends an inning on a force out
 - The MSSL rule of touching the base to get a runner out is not necessarily a force out. It may be a “modified tag” and the rules associated with a normal tag apply
 - Illegally Batted Ball is a ball hit fair or foul with the batter’s foot
 - entirely outside the lines of the box any time during the pitch, or
 - touching any part of the mat

Part 1 (Cont'd)

- SECTION 1: DEFINITIONS (Cont'd)

- Infield Fly

- is a fair fly ball (not line drive) which can be caught by an infielder with ordinary effort with first and second or first, second, and third bases occupied and less than two outs
 - The ball is alive and runners may run at their own risk
 - When it seems apparent that it is an infield fly, umpires should declare loudly “INFIELD FLY!” or “INFIELD FLY, IF FAIR!” for balls hit near the foul line

- Infield Pop-Up (not an Infield Fly)

- If, in the umpire’s judgment, a player intentionally drops an infield pop-up fly or line drive with less than two outs and a runner on first base, it shall be ruled a catch and the ball is dead
 - If the player allows the ball to drop untouched, it is a live ball
 - Why? The batter-runner should be running it out

Part 1 (Cont'd)

- SECTION 1: DEFINITIONS (Cont'd)
 - Interference
 - is the act of an offensive player or team member which impedes or confuses a defensive player
 - It can be physical, distracting, or verbal
 - Runners cannot advance on interference
 - Dead ball
 - Obstruction
 - is the act of a fielder, who is not in possession of the ball, not in the act of fielding a batted ball, and not about to receive a thrown ball, which impedes the progress of a runner
 - Live ball

Part 1 (Cont'd)

- SECTION 1: DEFINITIONS (Cont'd)
 - Protests (2 types)
 - Misinterpretation of a Rule – protest must be made before the next pitch
 - Ineligible Player – protest must be made during or after the game
 - Example: a player not meeting MSSSL rules to participate in the league, such as someone under age 55
 - Scoring Line
 - Runner is safe if his foot touches the ground on or past the scoring line before the catcher holding the ball steps on the mat

Part 1 (Cont'd)

- SECTION 2: PLAYING FIELD DIMENSIONS

- Double Base at first base

- consists of a White portion (inside) and Color portion (outside)
 - Color portion must be used by batter-runner for plays at first base
 - Exception: he may use the White portion or run to the right of the base to avoid contact or collision
 - He may touch both portions at the same time
 - Color portion may be used by batter-runner on extra base hits or balls hit to the outfield when no play is being made at first base
 - White portion must be used by the defense (normally the first baseman)
 - He may touch both portions at the same time
 - In all other instances, White portion must be used by both offense and defense

Part 1 (Cont'd)

- SECTION 3: PLAYERS' EQUIPMENT
 - Approved Bats
 - All bats marked “1.21 bpf” or SSUSA-Approved or have an ASA-Approved stamp are approved for use
- SECTION 4: PLAYERS AND SUBSTITUTES
 - Flip-Flop Rule
 - may be applied ~~with both managers approval~~ during the open inning(s) if the visiting team is ahead by 10 or more runs
(No flip-flop rule in our league since the visiting team is limited to 5 runs in the open inning when the rule can be invoked)

Part 1 (Cont'd)

- SECTION 5: THE GAME

- Conferences

- Offense: 2nd conference in an inning between team member with batter or runner shall result in ejection of the team member
 - Defense: 2nd conference in an inning between manager or player from the dugout with the same pitcher shall result in that pitcher being removed from pitching position for remainder of the game
 - Umpire should issue a warning to avoid the above infractions from occurring

Part 1 (Cont'd)

- SECTION 6: PITCHING REGULATIONS
 - Illegal Pitch
 - 6 – 12 feet; otherwise it is an illegal pitch
 - Other illegal pitches include a non-continuous delivery motion, moving the pivot foot before the ball is released, pitching before all players are in fair territory and the catcher in the catcher's box, etc.
 - Penalty for Illegal Pitches
 - Umpire signals “delayed dead ball”
 - A ball is called on the batter
 - If batter swings at an illegal pitch, it is nullified and all play stands

Part 1 (Cont'd)

- SECTION 6: PITCHING REGULATIONS (Cont'd)
 - Short Pitch
 - is a pitched ball hitting the ground in front of the plate
 - It is a dead ball
 - A ball is called on the batter
 - However, if the batter swings and misses it before it hits the ground, it is a strike
 - If the batter swings and misses it after it hits the ground, it is still a ball
 - ~~Also, if the batter hits it (fair or foul) after it hits the ground, he is out~~
 - » ~~Why? Catcher safety~~

Part 1 (Cont'd)

- SECTION 7: BATTING

- Batting Out of Order

- If batting out of order is appealed:

- while the incorrect batter is at bat, the correct batter will take his place and assume his count
 - after the incorrect batter but before the next pitch, the player who should have batted is out, ANY positive offensive outcome that occurred will be nullified, and the next batter will be the one who normally follows the player who failed to bat
 - after the incorrect batter and after the next pitch, the incorrect batter's at bat will be legal, and the next batter will be the one who normally follows the incorrect batter

Part 1 (Cont'd)

- SECTION 7: BATTING (Cont'd)
- Batting Position
 - Prior to the pitch the batter's feet must be touching or inside the lines of the batter's box
- Strike Called by Umpire
 - if a batter is hit by his own batted ball while in the batter's box
- Batter is Out
 - if his entire foot is outside the lines of the batter's box or touching the mat during the pitch when he hits the ball fair or foul
 - if he intentionally bunts, chop hits, or takes a check swing at a pitched ball

Part 1 (Cont'd)

- SECTION 8: ON BASE SITUATIONS

- Batter Becomes a Batter-Runner

- if a runner is hit by a batted ball while off base and before it passes an infielder
--- runner is out, single, dead ball, runners advance only if forced
 - if umpire is hit before it passes an infielder
--- single, dead ball, runners advance only if forced
 - if the runner is hit by a batted ball while off base and after it passes an infielder
--- live ball
 - if umpire is hit after it passes an infielder --- live ball
 - if the runner is hit by a batted ball while touching a base
--- single, dead ball, runners advance only if forced
 - if runner is hit after it passes an infielder --- live ball

Part 1 (Cont'd)

- SECTION 9: MISCELLANEOUS
 - Ball Leaves the Field
 - If a batted ball leaves the field by bouncing over or rolling under the fence, the fielder shall not touch the ball and shall raise both hands to signal the umpire
 - The ball will remain in play
 - Umpire will decide whether or not to declare a ground-rule double

Part 1 (Cont'd)

- FORMERLY SECTION 10: UMPIRES
 - Umpires have the power to order a player to do/not do any act that is necessary to enforce the rules, and to enforce penalties
 - Calling “Time” is a judgment call by the umpire when all play is completed
 - Players may only ask for “Time”
 - Refer to Part 4 - Mechanics

Part 2

Points of Emphasis

Part 2 – Points of Emphasis

- Appeals
 - Must be made before the next pitch
 - After 3rd out, must be made before all infielders have crossed the foul line
 - Runner may not return to a missed base or one left too soon if he
 - touched a base beyond that one, or
 - a following runner has touched that base
 - Only one attempted appeal per runner, but may appeal more than one runner per play
 - It is an appeal play if the batter-runner beats the throw to first base but misses the base
 - Runners may advance during a live ball appeal
 - Runners may not advance during a dead ball appeal

Part 2 – Points of Emphasis (Cont'd)

- Awarding Bases
 - “1 plus 1” means that the runner is awarded the base he is going to plus one more. This rule does not exist in **SSUSA** slo-pitch softball
 - “Catch and Carry” - On a fly ball caught in live ball territory and unintentionally carried out of play, all runners are awarded one base
 - On a ball thrown out of play, the lead runner is awarded two bases from the base he last occupied when the ball actually left the player's hand (not when the throw went into dead ball territory)
 - After awarding the lead runner, then award the following runners

Part 2 – Points of Emphasis (Cont'd)

- Interference
 - The fielder has the right-of-way in the baseline when he
 - is in the act of fielding a batted ball, or
 - already has the ball in his possession
 - Carrying your bat to first base is not an automatic out
- Obstruction
 - The fielder does not have the right-of-way in the baseline on a thrown ball; e.g. a bad throw
- Collisions
 - Runners should attempt to avoid contact with a fielder
“WHENEVER POSSIBLE”
 - It is possible for contact to occur without interference

Part 3

Unique MSSL Rules

Part 3 – Unique MSSSL Rules

- Article I – Umpire Disputes
 - Judgment calls cannot be challenged
 - Ball or strike, fair or foul, safe or out, ball caught, runner tagged, etc.
 - Manager may, however, request responsible umpire to seek assistance from the other umpire. Responsible umpire has the final say
 - Only rule interpretations can be challenged
 - Umpires need not discuss a decision challenge with anyone other than the team manager. It's up to the umpire
 - Umpires may request assistance from the Chief Umpire
 - Protests must be settled at the time of the potential rule misinterpretation

Part 3 – Unique MSSL Rules (Cont'd)

- Article II – Player Substitutions
 - Substitutes may replace players with the same or higher ranking (Note: 1 is highest)
 - e.g. a 5-rated player can only be replaced by a 5, 6, 7...
 - Exception: **an 11 may replace an 11, 12, or 13**
 - Substitutes may play any position and bat anywhere in the lineup
 - Substitutes are:
 - league players, pool players, or
 - ranked non-roster players desiring to join the league
- Article III – Injured Players or Players Leaving the Game
 - His spot in the batting order will be an out the first time he is due up after exiting unless a substitute is found prior to that at bat.
 - A substitute found subsequent to that at bat will be added to the end of the lineup
 - in either case, the substitute must play two defensive innings
 - An ejected player's spot in the batting order will be an out every time
- Article IV – Injury/Medical
 - N/A for this umpire clinic

Part 3 – Unique MSSSL Rules (Cont'd)

- Article V – Team Roster
 - All players must bat unless they are attending as spectators only
 - Players present at start of the game must play 3 innings minimum in the field
 - If applicable, a late arrival (player who shows up before the 5th inning) must either replace his substitute player or be added to the end of the lineup. In either case, the late arrival must play at least two defensive innings.

Part 3 – Unique MSSSL Rules (Cont'd)

- Article VI – Gentlemen's Agreement
 - Managers may agree to change the rules of their game to increase players' safety when environmental conditions warrant
 - wind, rain, wet playing surfaces
 - Examples:
 - Eliminate the 6 - 12 feet pitching restriction during strong winds
 - Wet Base Rule – Runners need only run close to the bases
 - Umpires must be informed of such rule changes
- Article VII – League Fees
 - N/A for this umpire clinic

Part 3 – Unique MSSSL Rules (Cont'd)

- Article VIII – Exceptions for Players Age 75 and Over
 - 4 outfielders must remain behind the 160 foot line and all 5 infielders must remain on the dirt infield until the pitch crosses the plate or batter swings
 - Penalty: single, runners advance one base if forced
 - Umpire should inform the defense that the batter is 75+ prior to the pitch
 - If a batted ball ~~reaches~~ touches the outfield grass ~~WITHOUT BEFORE~~ being touched by an infielder (~~which includes the Rover~~), the batter CANNOT be thrown out at first base
(~~Propose—removal~~)
- Article IX – Managers' Duties and Responsibilities
 - The team manager is responsible for the conduct of his players, and can be ejected for failing to do so

Part 3 – Unique MSSL Rules (Cont'd)

- Article X – Player Rules of Conduct
 - No player shall lay a hand on another player --- automatic ejection
 - No throwing equipment
 - No excessive arguing or personal verbal abuse upon the umpire or another player
 - No intentional or unnecessary rough tactics on an opposing player
 - No profanity, abusive language
 - No alcohol, no smoking
 - The term “player” applies to all team personnel;
e.g. managers, coaches, scorekeepers, batboys, sponsors, spectators
- Article XI – Breach of Rules of Conduct
 - An ejection is a judgment call
 - If ejected during the game
 - the ejected player’s spot in the batting order will be an out every time up
 - depending upon the severity of the act, he may be ejected from the park and a report filed
 - he may not return until after his team’s next game
 - If ejected before or after the game, he may not return until after his team’s next two games
 - No substitutes are allowed for the ejected player in all games missed by that player due to his ejection
 - The penalty for the ejected player is the player cannot play another game for his team or any other team until his team has played a subsequent game(s) should the umpire’s decision be upheld.

Part 3 – Unique MSSL Rules (Cont'd)

- Article XII – General Rules
 - Normally start with 11 players in the field
 - No rostered subs
 - May start with 8 players
 - If less than 11 players, no rover
 - Game start may be delayed to wait for roster players and pickups who are playing in an early game

Part 3 – Unique MSSL Rules (Cont'd)

- Article XIII – Base Running
 - No Sliding
 - Falling down and/or crawling back to touch the base with his hand is OK. No diving back. Judgment call
 - Run-throughs are OK
 - The runner should run to the side of the base where he does not screen the fielder from the ball. Failure to do so is an out only if it is interference. Judgment call
 - When running to the side of a base, his foot must touch the ground on or past the line that runs through the front of the base (based upon the direction in which the runner is running)
 - If the runner touches the base while attempting a run-through, it is not a run-through and he may be tagged or modified tagged out
 - If the runner runs through successfully, he must touch the base before advancing
 - Run-throughs back to the base are OK. In that case, he may touch the base
 - The runner may not run-through if he is attempting to avoid a tag

Part 3 – Unique MSSL Rules (Cont'd)

- Article XIII – Base Running (Cont'd)
 - Force out at all bases --- not really
 - Tagging the base to get a runner out is not necessarily a force out
 - It may be a “modified tag”
 - Runner on first base when a lefty is batting or on third base when a righty is batting may stand in foul territory but must return to his base before advancing
 - Runner is at risk of being put out if he does not return to the base before being tagged/modified tagged out
 - Collisions --- worth repeating!
 - Runners should attempt to avoid contact with a fielder **“WHENEVER POSSIBLE”**
 - It is possible for contact to occur without interference

Part 3 – Unique MSSL Rules (Cont'd)

- Article XIV – Maximum Runs Per Inning
 - Innings 1 – 6:
 - 5 runs maximum
 - Inning 7/Open Inning or Extra Inning
 - Visiting team may score until they have scored 5 or more runs and lead by 15 or more runs
 - Home team may score until they win or tie if trailing by 15 or more runs and visiting team scored their limit in the top half of the inning.

Part 3 – Unique MSSL Rules (Cont'd)

- Article XV – Pitching
- Pitching Screen
 - The pitching screen will be placed in the pitching screen box beginning at the front of the pitching rubber and extending 3 feet toward home plate and shall overlap by $\frac{1}{4}$ to $\frac{1}{2}$ the length of the pitching rubber
 - A batted ball hitting the screen is a strike
 - A thrown ball hitting or embedding in the screen remains a live ball
- Intentional Walks
 - Umpire will track the number of walks without a strike thrown to 3 players/team as designated by the manager
 - If a designee receives 2 such walks, he will be awarded second base
 - If a designee receives 3 or more such walks, he will be awarded third base
 - Runners advance only if forced

Part 3 – Unique MSSSL Rules (Cont'd)

- Equipment
 - All players may use high-density bats; e.g. Miken Ultra II
 - Stepping into the batter's box with an illegal or altered bat is an out
- Courtesy Runners
 - A player can only be used as a courtesy runner once per inning
 - A player becomes a courtesy runner once he touches the base of the runner he is replacing while time is in
 - A courtesy runner, unless he gets injured, cannot be replaced with another courtesy runner
In that case, original courtesy runner will be removed from the game
 - An illegal courtesy runner on base may be called out on appeal at any time while on base or if he scores prior to the first pitch to the next batter
 - The player replaced by a courtesy runner cannot be used as a courtesy runner later in that inning
 - A courtesy runner is different than a pinch runner
 - A batter who is walked need not go to first base if he will be using a courtesy runner
- The Game
 - 7 innings
 - No time limit
 - Batters start with a 1-1 count
- Tie Games in Extra Innings
 - International Tiebreaker - last batter (not last out) of the previous inning will be placed on second base at the start of the inning
 - He must reach third base before he can be replaced by a courtesy runner
 - Extra innings are open innings

Part 3 – Unique MSSSL Rules (Cont'd)

- PROPOSED ARTICLE VIII: EXCEPTIONS FOR PLAYERS AGE 75 AND OVER
 - 1) “It is the batters responsibility to notify the umpire that he is 75+
anytime during his at bat.” - **ACCEPTED**

Part 3 – Unique MSSL Rules (Cont'd)

- FALL/SPRING LEAGUE RULES vs. SUMMER LEAGUE RULES

Summer League only:

- Visiting team bats in the top of the 1st inning
- Home team bats in the bottom of the 1st and bottom of the 2nd innings
- Visiting team bats in the top of the 2nd and top of the 3rd innings
-
-
-
- Home team bats in the bottom of the 7th and bottom of the 8th innings
- Visiting team bats in the top of the 8th and top of the 9th (open inning)
- Home team bats in the bottom of the 9th (open inning)

	Fall/Spring	Summer	
Innings	7	9 (unless managers agree to 7)	
Defensive Players	11 *	12 *	
Outfielders	4	5	

* Teams playing with less than 11 defensive players cannot use an infield rover.

Part 4

Mechanics

Part 4 - Mechanics

- One-Umpire Mechanics
 - Umpire needs to prioritize his calls/positioning when making a call
- Two-Umpire Mechanics
 - Umpires should work as a team in an ultimate effort to **“GET THE RIGHT CALL”**
 - Both umpires should watch every play in case assistance is required by the responsible umpire who is obstructed from seeing the play properly
 - The responsible umpire is encouraged to ask his partner for assistance; especially when requested by the team manager
 - The responsible umpire should not seek assistance if he had a good view, in order to deflect responsibility for the call
 - Never over-rule your partner’s decision because it is different from yours

Part 4 – Mechanics (Cont'd)

- Two-Umpire Mechanics (Cont'd)
 - Base Umpire Positioning
 - Nobody on first base – 15-18 feet beyond 1B, behind the first baseman, next to the foul line in foul territory
 - Runner on first base – behind and to the left/right (whichever gives him the best view of any potential plays) of the second baseman
 - Base Umpire Duties
 - Trapped balls in the outfield
 - All calls at first base and second base
 - Plate Umpire Duties
 - Balls, strikes
 - Fair/foul balls down each baseline (except 1B line when nobody on 1B)
 - Infield fly
 - All calls at third base and home plate

Part 4 – Mechanics (Cont'd)

- Two-Umpire Mechanics (Cont'd)
 - Special Case – Runner on first base only and less than 2 outs
 - When attempting a double play, the base umpire is responsible for the call at second base and the plate umpire for the call at first base
 - This looks really cool when executed properly
 - ~~Special Case – Nobody on base~~
 - ~~Base umpire follows batter-runner all the way around the bases~~

Part 4 – Mechanics (Cont'd)

- Hustle
 - Hustling is working hard to get into proper position for making calls and assessing penalties.
 - Rushing is over hustling and is just showing off
 - OK, this one probably won't be an issue for any of us
 - When players see the officials hustling and communicating continually, they often take their cues from that and behave accordingly
- Know the Rules
 - Knowing the rules is important. So is understanding them
 - Never refer to your rule book during the game **unless there is a formal protest**
- Never take your eye off the ball

Part 4 – Mechanics (Cont'd)

- Signals

The manner in which a signal is given determines, at least to a degree, its acceptance by the players, coaches and spectators

- Safe (also includes trapped balls, dropped balls in OF)
- Strike
- Out
- Fair Ball – non-verbal
- Foul Ball – verbal
- Count
- Others – Time Out, Delayed Dead Ball (ex: illegal pitch), Infield Fly

Part 4 – Mechanics (Cont'd)

- Good Umpiring Rules
 - Hustle
 - Keep your eyes on the ball
 - Be as close to a play as possible without getting in the way
 - No “make-up” calls
 - Don’t turn too quickly on a double play. Interference may occur
 - Be emphatic on close plays; e.g. sharp line drives, bang-bang plays
 - On a baseline roller, wait until the ball is touched or stops rolling before calling fair or foul
 - Assist your partner by watching all plays
 - Don’t abuse your authority
 - Wear MSSL umpire shirt (preferred), vest, or shirt that’s neither team’s color (i.e. neither red nor white)

Part 4 – Mechanics (Cont'd)

- The umpire must do what he can to make a “mess” he made fair

Part 5

Steve's Comments

Part 5 – Steve’s Comments

- If Steve Baranick were allowed to make all the rules, and of course in a perfect world he would, the only unique MSSL rules would be:
 - Safety-related rules
 - Rules to accommodate players 75 and over
- Deviate as little as possible from the game of “Softball”; i.e. don’t over-umpire
- Umpires don’t make rules. They interpret and enforce them.
- Umpires should work as a team in an ultimate effort to **MAKE THE RIGHT CALL**
 - IT IS THEIR DUTY !

MSSL UMPIRE ROSTER - Spring 2021

UMPIRES (with ID)		Cell Phone #	E-mail
ID	UMPIRES		
2A	Sternberger	760-801-5205	donniesternberger@hotmail.com
3A	Baker	760-497-7561	sf5rings@sbcglobal.net
5A	Marzan	910-584-4987	victormarzan@outlook.com
5B	Regalado	562-712-7365	ernest.regalado@icloud.com
5C	Rushing	951-440-8018	edwardrushing@gmail.com
5D	Leavitt	951-837-5684	jleavitt1356@gmail.com
6A	Fisher	951-285-4123	fishjack10@yahoo.com
7A	Fuhrmann	951-907-6073	bobfuhrmann@gohuskies.com
7B	Navarro	951-440-6923	saldai65@yahoo.com
7C	Quigley	951-240-9633	kennyq@gmail.com
8A	Baranick	951-870-0114	stephenbaranick@gmail.com
8B	Hellman	858-204-5820	hellmanfma@aol.com
8C	Lantz	951-443-6240	leoraandroy@verizon.net
9A	MacRae	951-764-4898	doug18mac@yahoo.com
9B	Millard	831-224-5055	j_millard@comcast.net
9C	Nicholls	951-870-3190	leadtrw@yahoo.com
BE	Envall	951-672-3106 (H)	bobenvall@gmail.com
JG	Gomez	951-746-2768 (H)	gomez2@twc.com
RB	Burleson	714-686-7733	rburleson02@gmail.com



Slow-Pitch Softball

JEOPARDY

DEFINITIONS	BATTING	BASERUNNING	RUNS SCORED	POINTS OF EMPHASIS
25	25	25	25	25
50	50	50	50	50
100	100	100	100	100



THE END