

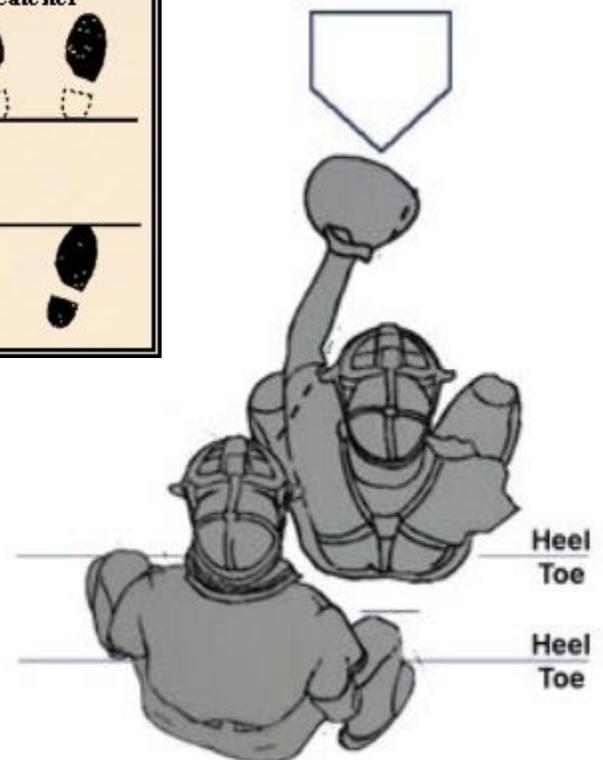
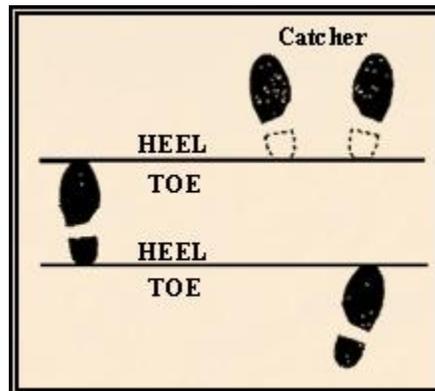
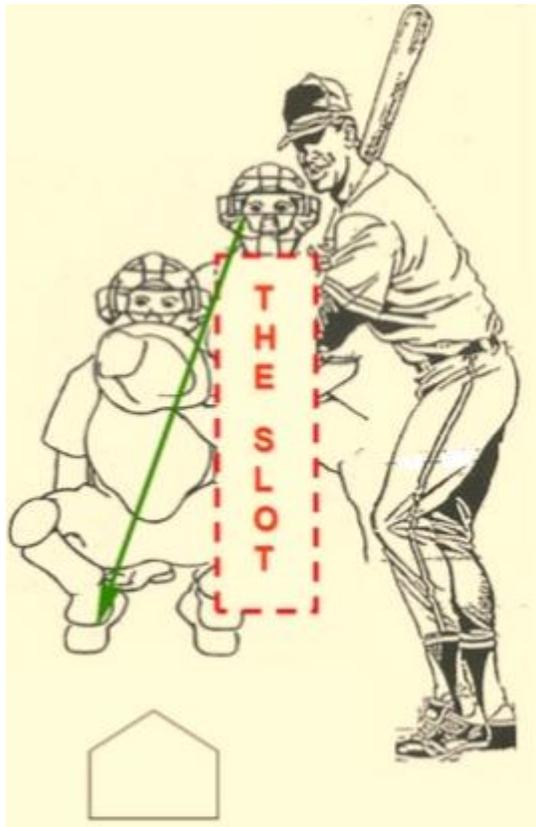
AGSA PARENT UMPIRES QUICK REFERENCE GUIDE

Introduction

AGSA requires Parent Umpires at the U10, U12 and U14 levels. Umping is can be a fun way to get involved in your child's game, with the best view of the game!

Umpire Basics: Where to Stand

Just like anything else there are many different options and opinions on where an umpire should stand, however, AGSA endorses "The SLOT" positioning for our Parent Umpires. The illustrations below show the slot as seen for a righthanded batter, so a lefthanded batter would be the reverse. The umpires head should be above the catchers, so you are positioned at the top – inside position of the strike zone.



Umpire Basics: How to be Consistent

In order to see the balls and strikes and call them consistently, please DO NOT move your head after you set up with your chin just above the top of the catcher's head. **Keep your head still and track the ball with your eyes.** This, along with **tracking the ball all the way into the catcher's glove**, are the two easiest ways to become a fair and consistent Parent Umpire.

Please see <https://www.umpirebible.com/index.php/mechanics/working-the-plate> for more information on the many aspects of being an umpire.

Rules for Softball (Fastpitch)

Fastpitch shares many rules with baseball, like;

- 1) Strikes – the pitcher must get 3 strikes to get the batter “Out”.
- 2) Balls – if the pitcher throws 4 balls the player walks or the coach pitches (see modified rules)
- 3) Strike Zone – The strike zone goes the width of the plate and extends from the batter’s knees to their armpits.
- 4) First base – Orange is for the runner to tag on the way from home base, defense must only play the white bag.
 - a. After the initial run to 1st from home the white base is the base for both offence and defence.
- 5) Foul balls – A ball hit outside the 1st and 3rd base line and before it exits the infield is a “foul” ball
 - a. A foul ball can only count for a 1st and 2nd strike (can’t strike out on a foul ball)
- 6) Fielding outs – A fly ball or pop up hit in the air (that doesn’t bounce or hit the ground, including the backstop) that is caught by the defence puts the batter “out”.
- 7) Defensive outs –
 - a. Forced Outs: when the runner has to advance to the next base to make room for the following base runner (example, a batter hits and runs to 1st base, any runners that must take a base due to the shift can be put “out” by a fielder touching the base while in possession of the ball).
 - b. Tagged Outs: a base runner is called out if they are not on a base when they are tagged by a defensive player in possession of the ball (example, base runner attempts to steal a base or decides to run when unforced they must be tagged out by a player in possession of the ball before they get to the base).
- 8) Base Running –
 - a. Tagging Up – On a caught fly ball any runner in possession of a base must “tag up” on that base before attempting to steal the next base. Failure to do this opens the runner up to a force out at the base that they failed to return to or “tag up” to.
 - b. Leading Off – When a base runner takes a lead before the ball is hit. Runner is NOT allowed to leave the base before the ball leaves the pitchers hand.
 - c. Missed Base - Runners must touch each base in order, failure to do so may result in a tagged out before they go back to tag up at the missed base.
- 9) Illegal Pitches – The pitcher MUST start with BOTH feet touching the pitcher’s mound. Normally the lead foot (throwing hand side) starts hanging over the mound and the back foot touches the back of the mound. The lead foot MUST not leave the ground at any time during the pitch but can drag forward off the base. The back foot steps forward from the base during the pitch. An illegal pitch results in a dead ball and an automatic ball.
- 10) Batting Out of Order – When the incorrect batter is up to bat.
 - a. Batting out of order is an appeal play that may only be made by the manager, coach, or player of the defensive team
 - b. The defensive team forfeits its right to appeal for batting out of order when all fielders have clearly vacated their normal fielding positions and have left fair territory on their way back to the bench or dugout
 - c. If the error is determined while incorrect batter is at bat, the correct batter may legally take his place and assume the ball and strike count of the incorrect batter. Any runs scored, or bases ran while the incorrect batter is at bat shall be legal.
 - d. If the error is determined after the incorrect batter has completed their turn at bat and before the next pitch (legal or illegal pitch), the player who should have batted is out. Any advance or score made as a result of the improper batter becoming a batter-runner shall be nullified. Any out that is made prior to discovering the error remains an out. The next batter is the player whose name follows that of the player called out for failing to bat.
- 11) Run Ahead Rules (Mercy Rule) – A Run Ahead Rule shall result in the conclusion of the game when there is a difference of:
 - a. 15 or more runs after 2½ or 3 complete innings of play
 - b. 10 or more runs after 3 ½ or 4 complete innings of play
 - c. 7 or more runs after 4½, 5, 5½ or 6 complete innings of play

Modified CMSA Rules

Special Rules for CMSA League Play only

- 1) Runs Per Inning - There is a maximum of 4 runs per inning for all regular season games.
- 2) Pitching - Pitchers can only pitch a maximum of 4 innings per game (exception: U10 Jr). 1 pitch thrown by a pitcher is considered a complete inning pitched (excluding warm-up pitches).
- 3) City Championships - During playoff games, the final inning is an open inning, the sole exception is U10 modified who will have a 4 run maximum.

- 4) Game Time Limits – no new inning to start after the allotted time limit has passed. The game start time is recorded on the home team score sheet, as determined by the umpire.
 - a. U10 - 1 hour & 30 minutes, U12 - 1 hour & 45 minutes, U14 - 1 hour & 45 minutes. Double Headers - 1 hour 30 minutes

Rules for Modified U10 Jr - Special Rules for Modified 6 player U10 Jr.

- 1) 6 players as listed; Pitcher (1), Catcher (2), 1st Base (3), 2nd Base (4), 3rd Base (5) & Shortstop (6)
- 2) Pitchers – Pitchers can only pitch a maximum of 3 innings per game.
- 3) Home Run Line – as part of 6 player play there is no out fielders and, in their place, there is a home run line.
 - a. Any fairly hit ball that touches the ground past the home run line results in a home run.
 - b. The ball can roll over the line, bounce or fly over it.
 - c. If at any time a defensive player catches the ball before it hits the ground, even if it is past the homerun line or in foul territory, the result of the play is the batter being out.
- 4) Coach Pitch - if a batter reaches 4 balls, the offensive teams coach comes in to pitch to the batter.
 - a. The coach pitches the number of pitches that remained as strikes (4-0, 3 pitches, 4-1, 2 pitches, 4-2, 1 pitch)
 - b. Every coach pitch counts as a strike.
 - c. There is no stealing of any kind permitted during the coach pitch.
 - d. Batters are not be permitted to bunt when the coach comes into pitch.
 - e. The coach cannot interfere with the play, whether intentionally or not, a ball that comes into contact with the coach pitcher is a dead ball and treated like a foul.
- 5) Hit by pitch – If the batter is hit by a pitch, they can take 1st base.
- 6) Scoring – Runners cannot advance to home except on a hit ball.
- 7) Innings – Make note of the time at the beginning of play and after 90 minutes has passed, there should be no new innings played. A full game would conclude after 7 innings. However, at 90 minutes you will normally only get 3 or 4 innings in.

Rules for Modified U10 Sr - Special Rules for Modified 6 player U10 sr.

- 1) Pitchers – Pitchers can only pitch a maximum of 3 innings per game.
- 2) Coach Pitch - After Two walked batters in any inning, coach pitch rules come into effect, this resets each inning (see U10 Modified rules for the coach pitch rule).
 - a. Bunting is not permitted when the coach is pitching.
- 3) Only one base can be stolen at a time. (So, catchers can throw the ball risk free to try to tag them out). The sole exception to this would be an overthrown ball that leaves the field of play. In this case the standard 2-base award would apply.

Rules for U14 - Special Rules for U14 Players.

- 1) Dropped 3rd Strike rule – occurs when the catcher does not legally catch the thrown pitch
 - a. Can occur on either a called 3rd strike or a swinging 3rd strike.
 - b. Cannot occur when there is a base-runner on 1st base at the time the pitch is released and there are less than 2 outs.
 - c. The umpire should verbalize the strike 3 call but not that the ball is dropped.
 - d. The batter may be tagged out or thrown out at first
 - e. The batter is out if they leave the field of play or if they break their established base-path.
 - f. It is up to the catcher to realize that the dropped 3rd strike rule is not in effect and decide whether or not to try and throw out any base-runner who may be stealing. When the batter is out because 1st base is occupied but intentionally continues to run to 1st base, the batter may be called out for interference. The Umpire should kill the play since the batter is already out. The base-runner closest to home is called out, any other runners will be returned to their original bases.
- 2) Infield Fly Rule – This rule exists to prevent the defense from executing a double or triple play by deliberately failing to catch a fly ball that can be caught by an infielder with ordinary effort (it does not include a line drive or a bunt).
 - a. The umpire will call out "INFIELD FLY, IF FAIR THE BATTER IS OUT" when 1st and 2nd or 1st, 2nd and 3rd are occupied with less than two outs.
 - b. If the hit becomes a foul ball, it is treated the same as any foul.
 - c. The ball is live, and runners may advance at the risk of the ball being caught or retouch the base and advance after the ball is touched, the same as on any fly ball.
- 3) Charged Conference Rule – The Charged Conference Rule limits conferences between coaches, managers or other team representatives between pitchers, batters and runners.
 - a. There is only 5 charged defensive conferences allowed in a 7-inning game.