



2021 LEGION BASEBALL UMPIRES CLINIC

NATE TOMLINSON

JASON STARKOVICH

JEFF MAXEY



SCHEDULE

- 10AM-11AM 2-MAN UMPIRE SYSTEM
- 11AM-12PM RULES & INTERESTING PLAYS
- 12PM-12:30PM SITUATIONS AND CONFLICTS
- 12:30-1PM PLATE AND BASE MECHANICS
- 1PM-1:30 LUNCH
- 1:30-4:00PM LIVE PLATE AND FIELD SIMULATIONS





2-MAN UMPIRE SYSTEM -NO RUNNERS ON BASE



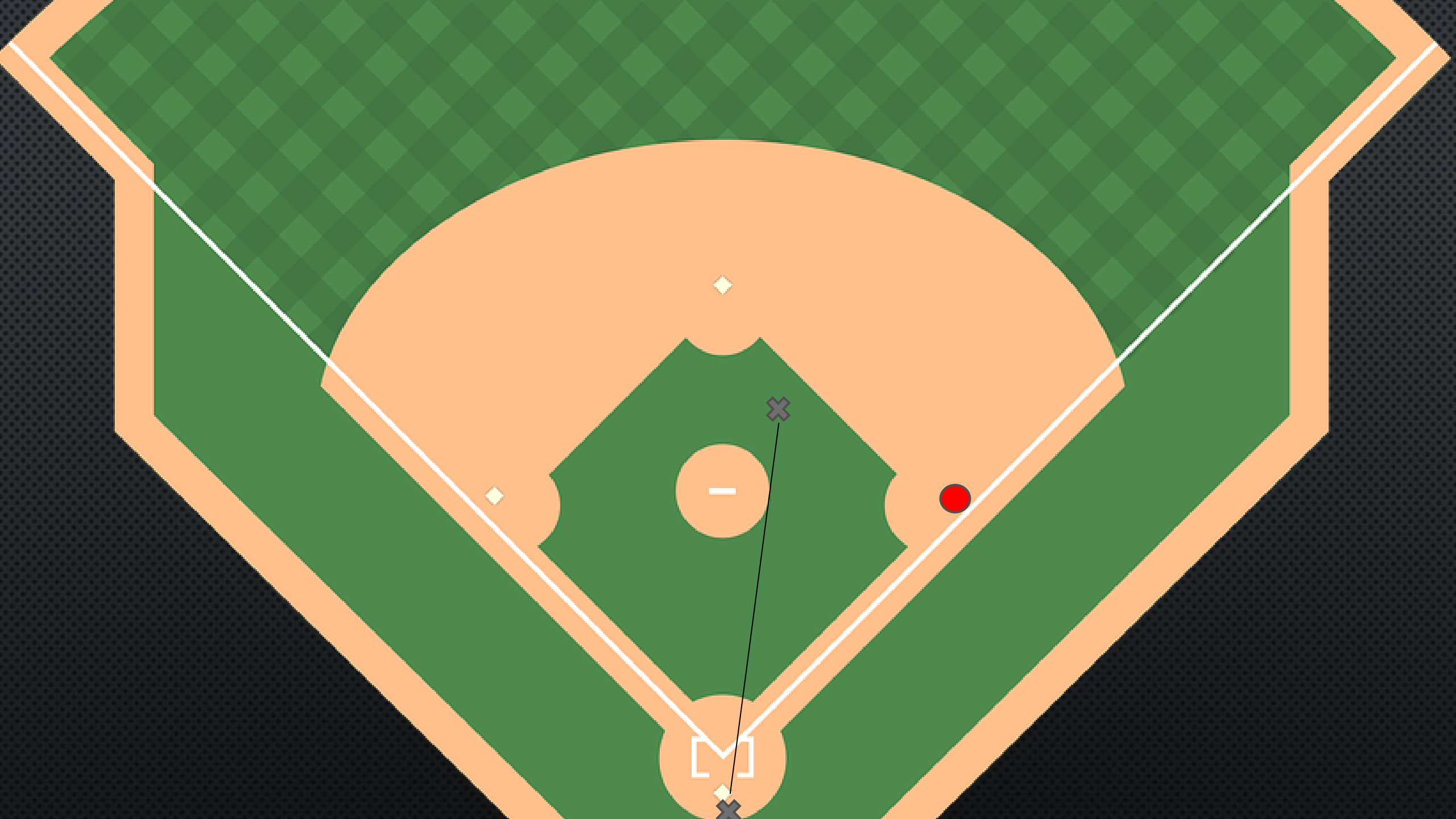
- BASE UMPIRE IS 10-15 FEET BEHIND THE FIRST-BASEMEN
- HAS FLY RESPONSIBILITIES FROM CENTER FIELD TO RIGHT FIELD LINE
- BASE UMPIRE GOES OUT ON "TROUBLE" BALLS AND BALLS DOWN THE LINE
- IF BASE UMPIRE GOES OUT, PLATE UMPIRE IS RESPONSIBLE FOR THE BATTER-RUNNER
- BASE UMPIRE COMES INTO INFIELD AND ASSUMES RESPONSIBILITIES FOR BATTER RUNNER ON BASE HITS





2-MAN UMPIRE SYSTEM -RUNNER ON FIRST BASE ONLY

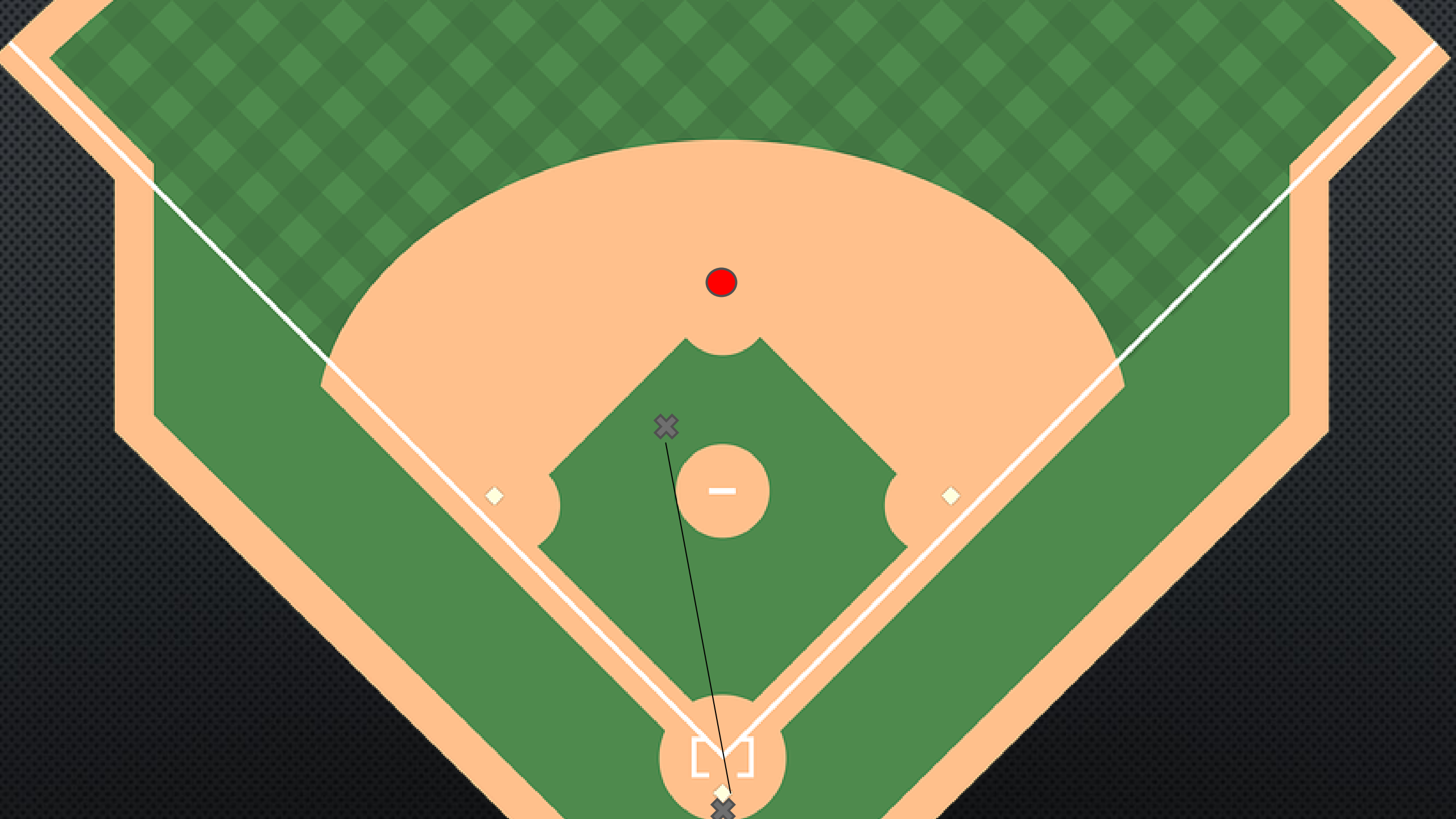
- BASE UMPIRE IS HALFWAY BETWEEN MOUND AND 2ND BASE CUTOUT (ON THE "TANGENT") ("B" POSITION)
- IS RESPONSIBLE FOR ALL FLY BALLS EXCEPT DOWN THE LINES. WILL MOVE TO DIRT GRASS LINE ON "TROUBLE" BALLS
- PLATE UMPIRE COMMUNICATES TO PARTNER "I'VE GOT THE BALL" OR "I'M ON THE LINE"
- PLATE UMPIRE IS RESPONSIBLE FOR PLAYS ON R1 AT 3RD
- PLATE UMPIRE WILL BEGIN TO MOVE TOWARDS 3RD UNTIL BALL IS FIELDED IN THE INFELD. WILL MOVE TO FIRST BASE LINE TO OBSERVE PLAY AT 1ST AFTER BALL IS FIELDED





2-MAN UMPIRE SYSTEM -RUNNER ON SECOND ONLY

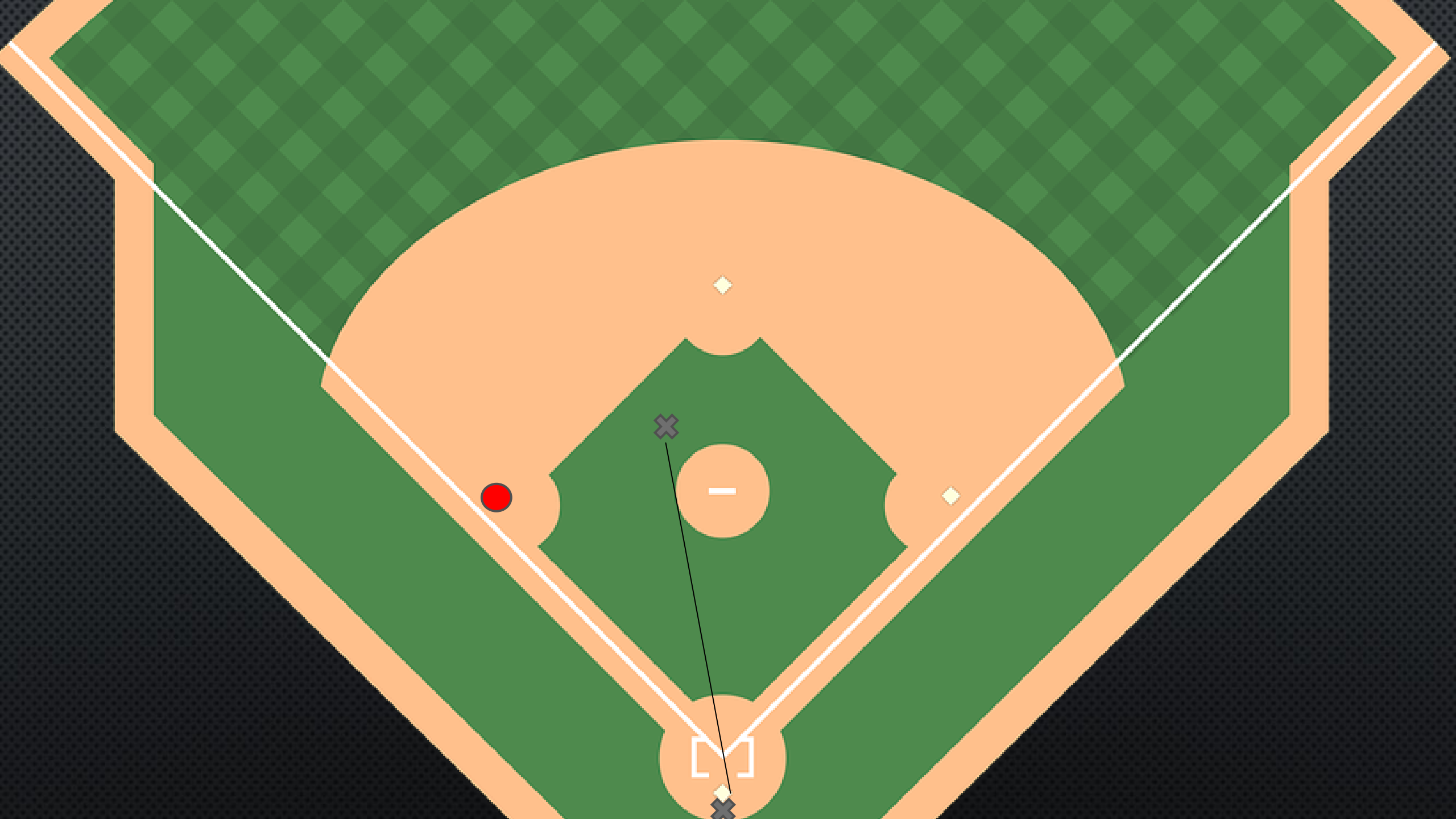
- BASE UMPIRE IS HALFWAY BETWEEN MOUND AND 2ND BASE CUTOUT (ON THE "TANGENT") ("C" POSITION)
- BASE UMPIRE AND PLATE UMPIRE HAS SAME OUTFIELD RESPONSIBILITIES AS RUNNER ON FIRST ONLY
- ON GROUND BALLS TO THE INFIELD, BASE UMPIRE WILL CALL THE PLAY AT FIRST BASE AND WILL EITHER BOUNCE BACK TO THEIR ONLY RUNNER OR SPLIT THE DIFFERENCE BETWEEN RUNNERS
- PLATE UMPIRE ALWAYS STAYS HOME ON BATTED BALLS. PROTECT THE PLATE!





2-MAN UMPIRE SYSTEM -RUNNER ON 3RD ONLY

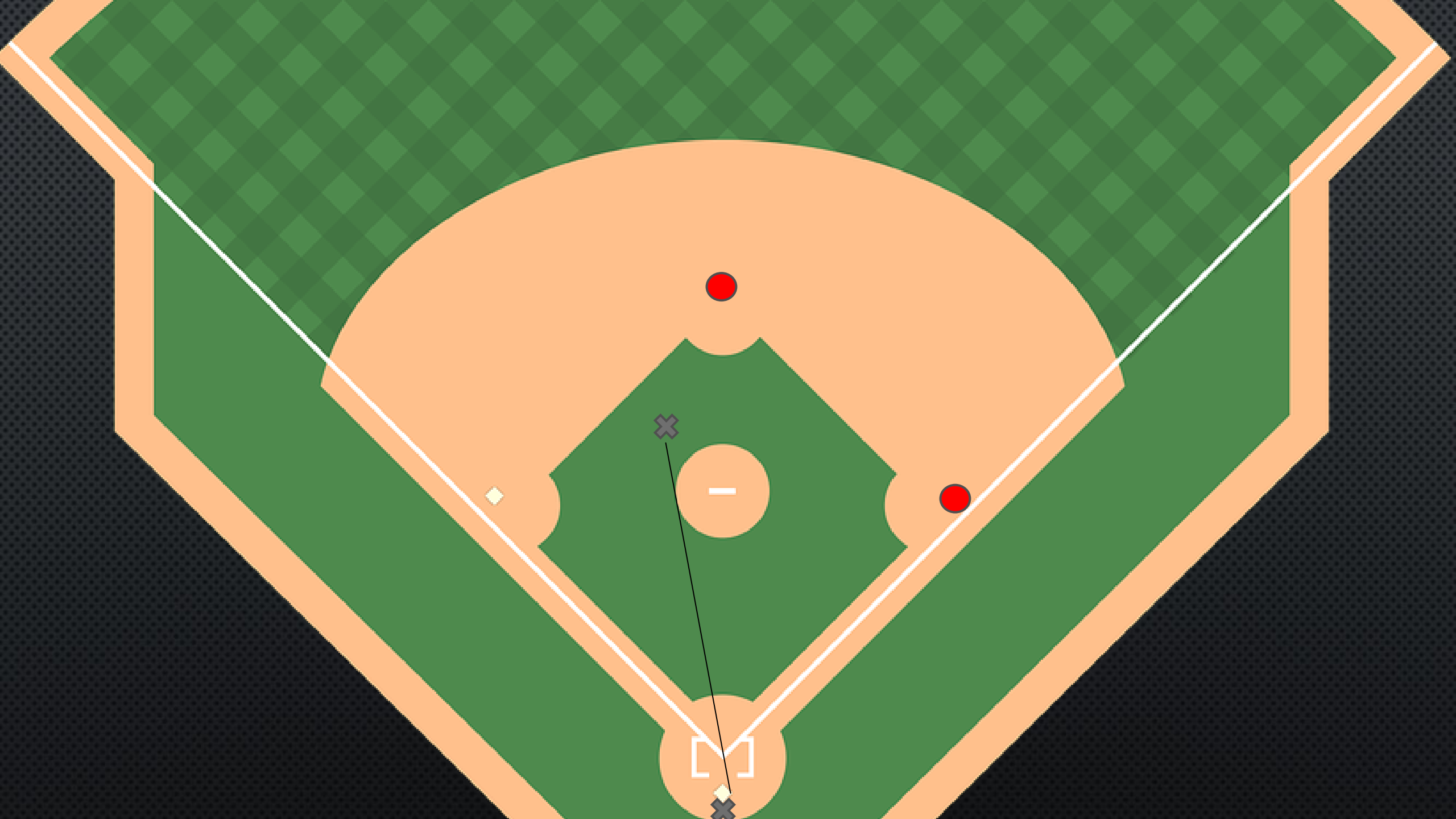
- SAME STARTING POSITIONS AS R2 ONLY
- SAME OUTFIELD RESPONSIBILITIES AS R2 ONLY
- BASE UMPIRE MOVES ACROSS INFIELD FOR PLAY AT FIRST. TRY TO GET TO "B" POSITION. EITHER SPLIT THE DIFFERENCE BETWEEN RUNNERS OR SHADE ONLY RUNNER
- FLY BALLS TO THE OUTFIELD, PLATE UMPIRE WILL LINE UP BALL AND RUNNER FROM BEHIND HOME PLATE FOR TAG UP. USE DIRT-GRASS LINE AS A GUIDE.
- PLATE UMPIRE NEEDS TO MOVE QUICKLY TO GET INTO POSITION FOR PLAY AT PLATE ON GROUND BALLS TO THE INFIELD





2-MAN UMPIRE SYSTEM -RUNNERS ON 1ST AND 2ND

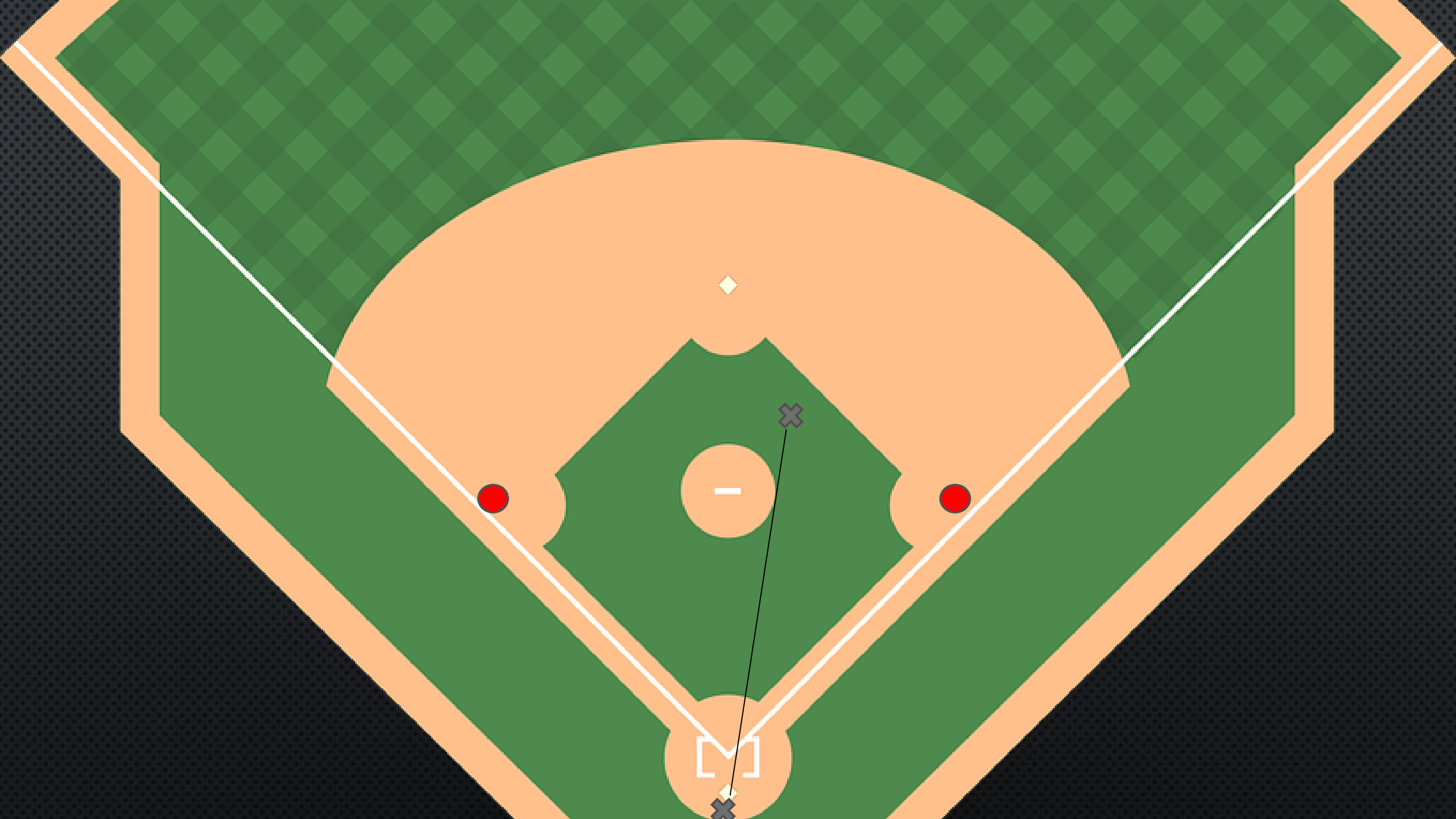
- BASE UMPIRE IS POSITIONED ON THE LEFT SIDE OF INFIELD ("C" POSITION)
- BASE UMPIRE WILL MOVE ACROSS INFIELD TOWARDS "B" ON GROUND BALLS TO INFIELD WHEN DOUBLE-PLAY IS ATTEMPTED AT 2ND.
- BASE UMPIRE **MUST** SPLIT DIFFERENCE OR SHADE ONLY RUNNER
- PLATE UMPIRE HAS FLY BALLS DOWN BOTH LINES AND ROTATES TO 3RD BASE WHEN R2 ATTEMPTS TO TAG AND ADVANCE ("I'VE GOT 3RD IF HE COMES!")





2-MAN UMPIRE SYSTEM -RUNNERS ON 1ST AND 3RD

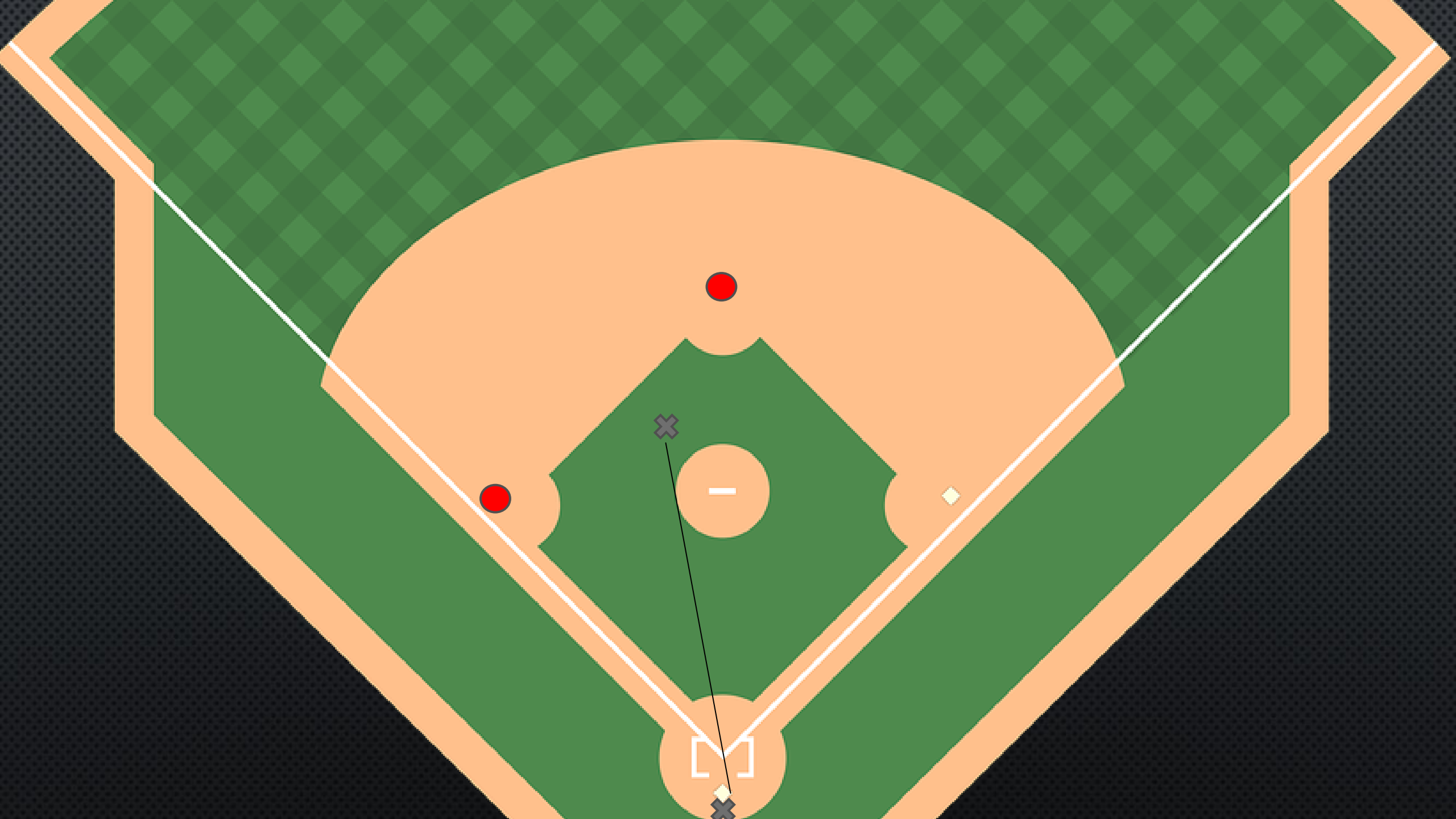
- BASE UMPIRE ON RIGHT SIDE OF INFIELD ("B" POSITION). WHY?
- SPLITTING THE DIFFERENCE AND SHADING RUNNERS REMAINS IMPORTANT FOR BASE UMPIRE
- PLATE UMPIRE LINES UP BALL AND RUNNER FOR TAG UP OF R3
- PLATE UMPIRE WILL ROTATE TO 3RD ON BASE HITS TO THE OUTFIELD AND IS RESPONSIBLE FOR PLAYS AT 3RD ON R1
- PLATE UMPIRE TURNS HIS HEAD AND CHECKS TO SEE THAT R3 TOUCHED HOME ON HIS WAY TO 3RD





2-MAN UMPIRE SYSTEM -RUNNERS ON 2ND AND 3RD

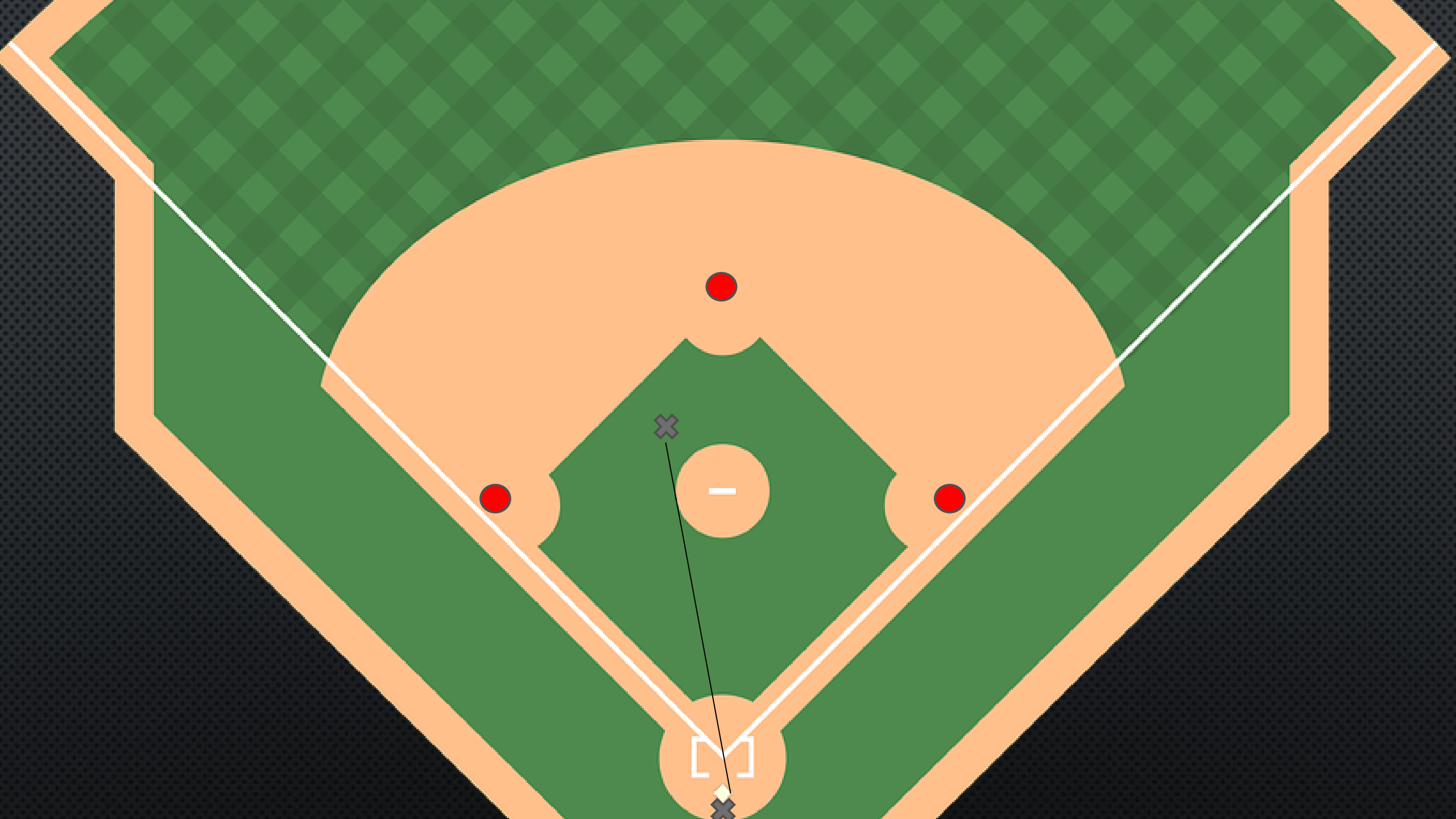
- BASE UMPIRE IS ON THE LEFT SIDE OF INFIELD ("C" POSITION)
- ON GROUND BALLS TO INFIELD BASE UMPIRE MOVES ACROSS TOWARDS "B" FOR CALL AT 1ST. THEN MUST BOUNCE BACK TO SHADE OR SPLIT THE DIFFERENCE.
- PLATE UMPIRE LINES UP BALL AND RUNNER FOR R3 TAG UP
- BASE UMPIRE ALSO LINES UP BALL AND RUNNER FOR R2 TAG UP
- PLATE UMPIRE ALWAYS STAYS HOME





2-MAN UMPIRE SYSTEM -BASES LOADED

- BASE UMPIRE ON LEFT SIDE OF INFIELD ("C" POSITION)
- BASE UMPIRE MUST BE HYPER AWARE OF POSSIBLE PLAYS AND MOVE INTO BEST POSITION THEY CAN. CHECKING ON RUNNERS AND KNOWING WHAT THEY'RE DOING IS VITAL.
- BOTH UMPIRES WILL LINE UP TAGS ON FLY BALLS TO THE OUTFIELD
- ON GROUND BALLS TO INFIELD THE BASE UMPIRE WILL READ WHERE THE PLAY WILL BE AND MOVE ACCORDINGLY
- PLATE UMPIRE ALWAYS STAYS HOME





2-MAN UMPIRE SYSTEM -RUNDOWNS



- INSTINCTS. JUST HAVE TO UMPIRE THE PLAY
- DON'T GET SUCKED INTO THE PLAY. KEEP YOUR DISTANCE AND TRY TO MOVE PARALLEL
- IF ONE RUNNER IN THE RUNDOWN, PLATE UMPIRE CAN HELP ("I'VE GOT THIS END!")
- IF MULTIPLE RUNNERS, PLATE UMPIRE, IN GENERAL, CANNOT HELP. HE MUST PROTECT THE PLATE





2-MAN UMPIRE SYSTEM -REVIEW

- COMMUNICATION. PRE-PITCH AND POST PITCH. ROTATION, INFIELD FLY, STAYING HOME
- PRE-GAME YOUR SIGNALS AND DECIDE HOW YOU'RE GOING TO UTILIZE THE SYSTEM IN TODAY'S GAME
- PLATE UMPIRE HAS RESPONSIBILITIES FOR OVERTHROWS
- ANGLE OVER DISTANCE
- DISTANCE CAN LEAD TO BETTER PERCEPTION BUT TOO CLOSE CAN CAUSE PLAYS TO EXPLODE. USE CUTOUTS AS A GAUGE.



RULES FACTS VS. FICTION

- "TIE GOES TO THE RUNNER." NO IT DOESN'T. THE RULE BOOK SAYS THE RUNNER MUST BEAT THE PLAY. A TIE IS AN OUT.
- "HANDS ARE PART OF THE BAT." NO THEY'RE NOT. HAVE YOU EVER SEEN A BAT WITH HANDS?
- BATTER-RUNNER OVERRUNNING 1ST BASE MUST TURN RIGHT TO COME BACK TO 1ST. THE B-R MAY TURN ANY DIRECTION HE CHOOSES. IT IS THE UMPIRE'S JUDGEMENT WHETHER OR NOT THE B-R MADE AN ATTEMPT TOWARDS 2ND BASE.





RULES -BALK



- A BALK IS AN ILLEGAL ACTION BY THE PITCHER WITH ONE OR MORE RUNNERS ON BASE
- PENALTY IS A ONE BASE AWARD FOR ALL RUNNERS UNLESS ALL RUNNERS, INCLUDING THE B-R, ADVANCE ONE BASE. IF THAT'S THE CASE, THE BALK IS IGNORED.
- KNOW WHEN TO CALL TIME AND KILL THE PLAY
- THE BATTER CANNOT CAUSE THE PITCHER TO BALK



RULES

-CATCHER'S INTERFERENCE

- DEFENSIVE INTERFERENCE IS AN ACT BY A FIELDER WHICH HINDERS OR PREVENTS A BATTER FROM HITTING A PITCH
- PENALTY IS A ONE BASE AWARD FOR THE BATTER. RUNNERS ONLY ADVANCE IF FORCED OR IF THEY WERE STEALING
- THE INTERFERENCE IS IGNORED IF ALL RUNNERS INCLUDING THE B-R ADVANCE ONE BASE
- THE MANAGER (HEAD COACH) HAS THE OPTION TO TAKE THE RESULT OF THE PLAY



RULES

-BATTER INTERFERENCE

- OCCURS WHEN THE BATTER INTERFERES WITH THE CATCHER'S FIELDING OR THROWING BY STEPPING OUT OF THE BATTER'S BOX OR MAKING ANY OTHER MOVEMENT THAT HINDERS THE CATCHER
- OCCURS WHEN THE BATTER'S BAT HITS THE CATCHER OR HIS EQUIPMENT (GLOVE, MASK) AFTER SWINGING AT THE PITCH
- IF A RUNNER IS RETIRED ON THE CATCHER'S INITIAL THROW, THE INTERFERENCE IS IGNORED
- BATTER INTERFERENCE WITH 2 STRIKES CAUSES THE BATTER AND THE RUNNER TO BE CALLED OUT. DOUBLE PLAY
- WHEN BACKSWING HITS THE CATCHER, BALL IS DEAD, RUNNERS RETURN TO BASE OCCUPIED AT TIME OF PITCH



RULES

-RUNNERS LANE INTERFERENCE (RLI)

- THE RULE- A BATTER IS OUT WHEN—IN RUNNING THE LAST HALF OF THE DISTANCE FROM HOME BASE TO FIRST BASE, WHILE THE BALL IS BEING FIELDLED TO FIRST BASE, HE RUNS OUTSIDE (TO THE RIGHT OF) THE THREE-FOOT LINE, OR INSIDE (TO THE LEFT OF) THE FOUL LINE, AND IN THE UMPIRE'S JUDGMENT IN SO DOING INTERFERES WITH THE FIELDER TAKING THE THROW AT FIRST BASE
- B-R IS ALLOWED TO EXIT THE RUNNERS LANE IN IMMEDIATE VICINITY OF 1ST BASE
- THE THROW MUST BE ABLE TO REASONABLY RETIRE THE RUNNER
- IF THERE IS NO THROW, THERE IS NO INTERFERENCE



RULES

-OBSTRUCTION

- OBSTRUCTION IS THE ACT OF A FIELDER WHO, WHILE NOT IN POSSESSION OF THE BALL AND NOT IN THE ACT OF FIELDING THE BALL, IMPEDES THE PROGRESS OF ANY RUNNER
- 2 TYPES OF OBSTRUCTION, A) OCCURS WHEN A PLAY IS BEING MADE ON A RUNNER (RUNDOWN), B) OCCURS WHEN A PLAY IS NOT BEING MADE ON A RUNNER.
- PENALTY- A) THE BALL IS DEAD THE MOMENT OBSTRUCTION OCCURS. OBSTRUCTED RUNNER IS AWARDED ONE BASE BEYOND HIS LAST LEGALLY TOUCHED BASE. B) THE PLAY REMAINS LIVE. WHEN THE PLAY IS OVER, AWARD BASES TO NULLIFY THE ACT OF THE OBSTRUCTION



RULES

-BASE AWARDS

- FIRST PLAY BY AN INFIELDER- 2 BASES, TIME OF PITCH
- SECOND PLAY BY AN INFIELDER- 2 BASES, TIME OF THROW
- PITCHED BALL OUT OF PLAY- 1 BASE
- PICKOFF THROWN OUT OF PLAY- FROM THE RUBBER, 1 BASE. FROM OFF THE RUBBER, 2 BASES
- THROWN BY AN OUTFIELDER OUT OF PLAY- 2 BASES TIME OF THROW





RULES

-TEST VIDEOS

- 1. FOUL TIP. OUT.
- 2. OBSTRUCTION. THE BALL WAS NOT IN THE FIELDER'S IMMEDIATE REACH
- 3. OUT. THE FORCE PLAY IS REINSTATED BECAUSE THE RUNNER HAD RETREATED TOWARDS THE LAST BASE HE HAD OCCUPIED
- 4. R1 IS OUT FOR INTERFERENCE. THE BALL WAS NOT TOUCHED IN FAIR TERRITORY, FOUL BALL. BATTER RETURNS TO BAT. (WHAT IF BALL WAS TOUCHED?)



RULES

-TEST QUESTION ANSWERS

- 1. THE BALL IS DEAD AND THE BATTER IS OUT FOR INTERFERENCE
- 2. B-R IS AWARDED 2ND BASE. THE BALL IS NO LONGER IN FLIGHT AND THE FIELDER NEVER SECURED CONTROL.
- 3. CALL TIME THE MOMENT INTERFERENCE OCCURS. BATTER IS OUT ON STRIKES. R1 IS OUT ON THE INTERFERENCE. R3 BACK TO 3RD. DOUBLE PLAY.
- 4. CALL TIME. ADVANCE ALL RUNNERS ONE BASE. NO OUTS CAN BE RECORDED.
- 5. TIME IS CALLED IMMEDIATELY. B-R IS AWARDED 1ST. (B) CALL "THAT'S OBSTRUCTION" BUT KEEP THE BALL IN PLAY. IF CAUGHT, IGNORE THE OBSTRUCTION. IF DROPPED, B-R AWARDED 1ST.



SITUATIONS AND CONFLICTS -EJECTION

- STEPS TO EJECTION

1) IGNORE

2) ACKNOWLEDGE

3) WARN

4) EJECT

- SOMETIMES STEPS 2 & 3 GET IGNORED (AND THAT'S OK)

- PERCEPTION IS REALITY



SITUATIONS AND CONFLICTS -REASONS FOR EJECTION

- INCITING, OR ATTEMPTING TO INCITE SPECTATORS
- DIRECTING VIOLENT OR PERSONAL LANGUAGE AT AN UMPIRE
- INTENTIONAL CONTACT WITH AN UMPIRE
- LEAVING THEIR POSITION TO ARGUE BALLS AND STRIKES
- REFUSAL TO STOP ARGUING
- THROWING EQUIPMENT IN VIOLENT DISAPPROVAL
- HISTRIONIC GESTURES (THROWING HATS, RUNNING BASES)



SITUATIONS AND CONFLICTS -ENDING THE ARGUMENT



- WE DON'T NEED THE LAST WORD
- GIVE THE EJECTEE A PLACE TO GO
- WHEN SHOULD PARTNER'S HELP? IS IT VIOLENT? PROLONGED? MULTIPLE PEOPLE?
- GO BACK TO WORK. DON'T LET THE SITUATION BE THE ONLY THING YOU THINK ABOUT FOR THE REST OF THE GAME
- DISCUSS THE SITUATION AFTER THE GAME, NOT BETWEEN INNINGS



PROFESSIONALISM

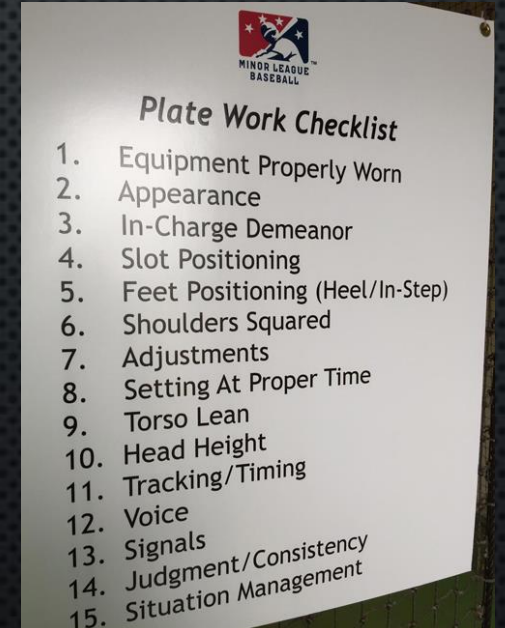
- IF YOU'RE ON TIME, YOU'RE LATE
- PROPER EQUIPMENT AND PROPERLY DRESSED
- PAPERWORK AND COMMUNICATION WITH ASSIGNOR
- DO WHAT'S BEST FOR THE GAME, THE CREW, THEN YOURSELF
- CONTROL WHAT YOU CAN CONTROL





PLATE MECHANICS

- HEEL TOE, HEEL TOE
- SLOT POSITION (WORKING WITH THE CATCHER)
- PROPER HEAD HEIGHT
- LOCKED IN
- SQUARE SHOULDERS
- "ON THE RUBBER. SET. CALL IT."
- TRACKING
- CRISP MECHANICS AND LOUD VOICE





BASE MECHANICS

- PROPER STARTING POSITION
- WATCH THE BALL, CHECK THE RUNNERS
- ANGLE OVER DISTANCE
- ONE RUNNER ONE UMPIRE
- SPLIT THE DIFFERENCE
- USE THE WORKING AREA
- VERBAL AND NON-VERBAL COMMUNICATION WITH PARTNER(S)

