

SOFTBALL

BASE MECHANICS

Stand with both feet in foul territory when on first

Balance weight with bent knees and hands on knees (not in pockets)

More than 1 runner on, stand deeper for better angle on runners leaving early. Concentrate on lead or runner most likely to steal.

IMPORTANT NOTE: for runners leaving on tag-up or steal... focus on the foot, not the starting motion

Anticipate steals. Break with the runner (parallel to base line) and get set before you make the call. Don't get too close...

Hustle into position, then come to a stop. A few feet closer won't increase your ability to make the correct call

A better angle, or view, is always more helpful than just being closer

When plate ump goes to third b/c of overthrow on steal or base hit... rotate towards home

See the whole play before you make the call. Rushing it can cause problems.

If a throw beats the Batter-Runner, but you're not sure if the fielder's foot was on the base make the OUT call. Ask for help only if you are asked by the offensive coach. NEVER ASK "Was her foot on?" BEFORE you make the out call. What do you say if the plate ump is unable for some reason to help you on the call? If the offensive team says nothing... her foot was probably on the base.

Especially the base ump... You must look around when time is requested. You may have your back turned to another runner who is still moving. Be certain the play is dead before you call time!!

Curl into the infield on base hits and fly balls for tag-up plays. If not possible right away... don't force it !

Be ready for force-out throws from the outfield. Anticipate... then keep your eye on the ball.

When a ball is hit to right and there is a possible play at First... Base ump stays in foul territory to make the call. The plate umpire moves into the infield to make potential call at second. Base ump must hustle back towards home to cover for the plate ump.

For awarded bases... concentrate on where runners are when thrown ball is released by a fielder!

On double play, follow the ball and pivot with the ball, making sure that fielder has caught the ball, touched the base and completed the release. Again... don't rush the call. A quick call may need to be corrected.

Help your partner on batted or bunted balls that CLEARLY hit the batter. CALL A DEAD BALL... NOT A FOUL BALL

On a checked swing, make no motion or signal unless asked for help

On a third strike and you are SURE the catcher clearly caught the ball before it hit the ground... help the plate ump by making an out signal in front of your chest.

Reminder: there are situations when umpires rotate: How will you handle → Runner on: first, a base hit...
first and third, a base hit...
first and SECOND, a base hit...

Runner on 2nd. ... Ground ball, throw to first, runner advances to third.... Base Ump has call at first and the Plate Ump the call at third. Base ump ready to cover home. Review during pre-game!

Offensive interference is a DEAD BALL. Defensive Obstruction is a DELAYED DEAD BALL. Anticipate the situation and review what you will do in the event either one occurs. Calling it the wrong way would be painfully embarrassing

Avoid the habit of having a defensive player toss the ball to you "at the end of an inning" because....
It MAY NOT be the end of the inning !

FLY BALL... Base ump watches the batter-runner Not the fly ball !! If the batted ball is dropped and the batter-runner is obstructed or misses first... who's watching ?

Sell calls in a professional manner; make them loud and clear. Don't explain calls... just make them.