

Oregon School Activities Association

Softball SRI Bulletin / May 11, 2015

PRESENCE

Mobility – That is the ability to move appropriately around the playing field as required by each play situation. Sometimes that means a slight movement of a few feet and other times it means running at almost full speed to get quickly to an impending close play. **Be the umpire who does that crisply and quickly, and not those who walk nonchalantly into position.**

Making unnecessary calls – A foul ball straight to the backstop or into the stands doesn't require the big call (it doesn't require any call). The time to make a big call is when there is a doubt as to whether the ball was trapped or a fielder maintained possession after the catch. **We are not the center of the show.**

Giving the count – It's not necessary to give the count to one dugout, then the pitcher, then the other dugout. When you give the count give it in an authoritative manner and face the pitcher rotating your hands so that both dugouts can visualize it. **When the count is given also give it verbally remembering that people can't always see the count, but they can often hear it.**

Uniforms – Be aware of the requirements of the organization for which you are umpiring. **Your uniform should include shined shoes (black), black belt without an ornamental clasp, clean hat, unwrinkled heather gray pants and shirt with OSAA patch.** Do not take any of those requirements for granted. **Show up for every game looking as sharp as possible.**

Hustle – **Hustle plays a major part in the game.** Not only does it help you get into position to get the plays right, but it also instills respect among players and coaches. **If you hustle throughout the game as opposed to walking and meandering around the field, a coach will give you the benefit of the doubt on a close play.** Instead of arguing, they might stay in the dugout. Or instead of going ballistic during the argument, he or she might come out and ask for information.

Attitude – **Work the game as hard as you can and give the impression that you are happy to be umpiring that game.**

KEEP THE GAME MOVING:

- Know the run rules and time limits.
- Start the game on time.
- Have an ample supply of game balls.
- Brush plate only when necessary.
- Manage between-innings warmup pitches.

- Avoid umpire-to-umpire conferences.
- Manage substitutions.
- Manage time of defensive & offensive conferences.
- Manage pitching changes.
- Manage injuries.

DID YOU KNOW?

In fast pitch, if the ball slips from the pitchers hand during delivery. ***It is a ball on the batter and the ball remains live. Runners can advance at their own risk.***

CASE PLAY

Three-Foot Lane Interference? – Play: F3 moves in towards home plate to field B1's fair batted ball, but F1 fields the ball. F4 fails to **cover** first base. **Leaving the bag uncovered.** F1's throw towards first base strikes B1, ***who is running completely in fair territory.*** **Ruling: Because no fielder is covering first base or in the vicinity of the base, B1 cannot interfere with the fielder taking the throw at first base,** and there is **no** three-foot lane interference. **The ball is live.**
NFHS 8-2-5

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