

BETWEEN INNINGS BODY LANGUAGE

Whether it is **physical** or **mental** or a combination of both, umpires are often tempted to let their guard down between innings.

- **Don't go there**; it will affect your presence.

Poor body posture screams of an umpire who is not paying attention, doesn't really want to be there and is simply looking unprofessional. Move with **purpose** to the spot you want to occupy between innings (**hustle**) and at least keep busy mentally regarding the game.

- **Base Umpires – Jog** when going out to the field. Pick a spot where you are out of the way of players warming up, **stand tall without crossing your arms, putting your hands in your pockets or placing your hands on your hips. FACE THE INFIELD.**
- **Plate Umpires –** Take a position required by your association and **stand tall without crossing your arms or placing your hands on your hips. (foul line extended when the team is coming to bat)**

Try to use the time **constructively. Strive for the same excellent field presence you always admired in others.**

DP/FLEX

- A **batter** may only bat in one position in the batting order.
- All players (**both starters and substitutes**) are permitted to re-enter the game one time.
- If a team wishes to use **DP/Flex**, the team must have the **DP/Flex** on the official lineup card at the start of the game (**plate talk**). **Once the lineup card is official, a team cannot add a DP/Flex.**
- No one is considered to have left the game until they have been **removed** from the batting order. However, the **Flex** is considered to have left the game any time she is **substituted** for or the **DP** plays defense for her.
 1. The **Flex** may only enter the game on offense in the original **DP's batting position**. Therefore, the **DP** and **Flex** may **never** be on **offense** at the **same time**.
 2. The **Flex** may **never** play **offense only**. **Why?** Because in order for the **Flex** to play **offense**, the **DP** has to **leave** the game. **Thus, the Flex assumes both the offensive and defensive roles.**
 3. The **DP** may **never** play **defense only**. **Why?** Because the **DP** must remain on the lineup card (**in her original batting position**); **thus, she must always be on offense if she is in the game.**
- There is no **DP/Flex** violation if **none** of these **three** fundamental rules are violated.

The **Flex** can continue to play **defense** only and another player in one of the nine batting positions can simply play offense only. For practical purposes, the umpire can consider that player who is only batting a **temporary DP**. **However, the umpire must keep in mind that the**

Flex cannot enter into the temporary DP's batting position. In order for the Flex to bat, she must enter the game into the original DP's batting position. The Plate umpire must ask the coach which of those two options they wish to exercise.

When making lineup changes, coaches often give a player's first or last name or uniform number. However, when changes involve the DP/Flex, the umpire must translate the names or numbers into DP/Flex terms.

QUICK TIP

There are few times to be in a **set position** with eyes on the pitcher for plate and base umpires. The **plate umpire** should be set by the time the pitcher **releases the ball** to the catcher. A **base umpire responsible for a runner(s)** should remain in the set until the **pitcher** receives the throw from the **catcher** and it is apparent that no play will be made on a runner.

CASEPLAYS

Batter-Runner Intentionally/Unintentionally Interferes with F3 – Play: Fast pitch. R1 is on third base and R2 is on second base with **no outs** when B3 pops a fair, looping fly ball toward F3. As F3 is about to catch the ball, B3 **unintentionally bumps F3, causing her to drop the ball.**
Ruling: In NFHS the ball is **dead** and B3 is out. **Play resumes with one out**, R1 on third and R2 on second. NFHS 8-2-6 Pen.

Where Does Ejected Player Reside? – Play: B1 is **ejected** from the game for disputing a third strike. **Must the player leave the playing grounds?** **Ruling:** In NFHS, a player who is **ejected shall remain in the dugout/bench area.** NFHS 3-6-20