

Oregon School Activities Association

Softball SRI Bulletin / March 4, 2014

2014 SRI Pre-Season Bulletin #5

GOLDEN RULE

Treat others as you want to be treated. How do you treat others (a.k.a. coaches, players and other officials) as you want to be treated? Following are some suggestions to apply to your next game.

- **Make a good first impression**-Introduce yourself with a smile on your face, come across in a positive way, it opens the door to communication. Give the impression that you are happy to be working the game.
- **Show equality in your actions**-Give coaches equal time and keep greetings short and sweet. Communication equality should extend to the game as well. If an unusual ruling is made that warrants explanation, clue in both coaches.
- **Listen up**-If a coach or player asks a question, *listen*. Many comments do not require a response. If you are not listening you will not know. Common courtesy and good game management require you to use your ears.
- **Do not raise your voice**-Do not yell or raise your voice. *The easiest way to gain control of a situation is to keep your emotions in check.*
- **Work as hard as possible**-Hustle into position and work as hard as possible to the calls right. Give your best effort and your officiating will be noticed in a positive way.
- **Watch what you say**-Be careful what you say and where you say it. There is nothing wrong with letting off some steam after a tough game, but save your comments for the car ride home. Avoid attacking your own altogether.

By applying the Golden Rule your games will likely run a whole lot smoother.

QUICK TIPS

When you ask your partner for help on a play it show that you are unsure, and therefore it is usually wise to pay heed to your partner's information. *Try your best to get your calls right, especially when you are on the same of the diamond as the play.* Coaches will frequently demand to know how someone nearly 100 feet from a play can make a call and that's a good argument.

Verbalizing to communicate with partners can strengthen the bonds of the crew. Increase the comfort level and help a crew perform flawlessly. *Know the first name of your partner(s).* Partner communication can prevent small mix-ups and huge catastrophes. *Get in the habit of talking as a crew.*

CASE PLAYS

Runner Leaps Over Catcher – Play: R2 is on second base when B1 hits safely to center field. On F8's strong throw to F2, it appears that R2 will be tagged when she suddenly *leaps* over F2 who is *crouching* to make a tag. R2 lands on the plate without being tagged. ***Is R2 out for leaping?*** **Ruling:** In NFHS, R2 is out for leaping over crouched F2 since, jumping, hurdlings and leaping over a fielder are *legal* only when the fielder is lying on the ground. **NFHS 8-6-10 Note.**

Batter-Runner Interferes With Play at Plate – Play: Fast pitch. R3 is on third base as B2 bats with a 3-1 count and no outs. The next pitch is in the dirt for ball four as the ball rolls away from F2. R3 breaks for the plate as F2 recovers the ball. As F2 attempts to tag R3, she is hindered by B2 who fails to advance to first base. R3 slides in to touch home before she is tagged. ***Is B2 out for interference?*** **Ruling:** B2 is out for remaining at the plate and complicating a play at the plate for F2. B2 is out because she remained in the congested plate area and interfered when she had ample time and opportunity to leave the batter's box and advance to first. ***In that situation R3 is also out for B2's interference.*** **NFHS 8-2-7 Penalty**

On-deck Circle – Play: ***Must a team's on-deck circle be occupied while the current batter is batting?***
Ruling: In NFHS the next batter is *not* required to be in the on-deck circle. **NFHS 1-1-6, 2-5-3.**

Two Runners Between Second and Third – Play: R1 is on first base with no outs as B1 hits safely to left field. R1 rounds second and starts for third but stops when F7 throw a strike to F5 at third base. As R1 returns to second, speedy B1 rounds and passes second. F5 then throws to F4 at second base. Seeing that, R1 reverses direction and runs for third. F4's throw to third goes into the stands behind third base. At the time of F4's throw, both R1 and B1 were between second and third. **Ruling:** ***The ball is dead.*** Lead runner R1 and trailing runner B1 are both awarded home and score since both runners are legally able to advance two bases according to the overthrow rule. **NFHS 8-4-3f Penalty**