

## WARRIOR BASEBALL ASSOCIATION – UMPIRE QUICK REFERENCE SHEET

### Rookie Division (Kid Pitch age 9)

*This sheet references the most common rules issues for the Rookie Division;*

The full rules are available online on the website at [www.warriorbaseball.org](http://www.warriorbaseball.org). Go to Home → Rules and then click on Local Rules. Local Rules take precedence over USSSA Rules. Items not addressed in either should be enforced based on the Official Baseball Rules.

**Time:** 75 minutes. The clock starts on the first pitch

**7 Run Maximum per inning:** Complete the play but no additional runs may score

#### Game is over when:

- 6 innings completed, or
- 15 run lead after 3 innings, 10 run lead after 4 innings, 8 run lead after 5 innings
- EXCEPTION: If all players did not have an at-bat, allow the remaining batters to bat (e.g. ignore the third out to continue batting). The pitches count.

**New Inning:** Do not start a new inning once the clock reaches 0.

**INFIELD FLY RULE IN EFFECT!** – Runners at 1<sup>st</sup> and 2<sup>nd</sup> (or bases loaded) and less than 2 outs, batter is out on an infield fly. Call the infield fly as soon as it is clear an infielder should catch ball with ordinary effort. Runners may advance at own risk, no force play in effect (runners must tag up if ball is caught).

**Runners on base:** Runners may not lead off and must remain on the base until the ball has crossed the plate. Play is live and continues until completion then assess any penalty. Penalty: Return runner(s) to starting base (no out) unless one of the following applies:

- If the runner is retired, ignore the violation and count the out.
- If the batter hits the ball (or advances on a walk), and no runner is retired, the runner leaving early must be returned to the original base or nearest unoccupied base. Runners who leave early may only score if a) forced to advance by the batter and following runners OR (b) on a triple or home run by the batter. Example: Runner on 2<sup>nd</sup> only and leaves early, batter gets a double. R2 is advanced to R3 but may not score.
- If the batter hits the ball and is retired but no runner is retired, the runner must still return to the original base. Count the out.

#### Pitchers:

- One visit per pitcher per inning (cannot visit twice in one at-bat), no maximum per game
- Entering pitcher must complete the current batter only, no 3 batter minimum
- Pitcher removed from mound cannot return to mound in the same game

**Balks:** No balks called due to runners not leading off. Starting a delivery and failing to complete it is an illegal pitch and a ball will be called.

**Quick Pitch:** The pitcher cannot deliver the ball until the batter is reasonably set in the batter's box. This is a safety issue. A quick pitch is an illegal pitch. For the first offense by a pitcher, if the pitcher begins to quick pitch, call time and warn the pitcher (see below exception for ball put in play). On any subsequent quick pitches, enforce the illegal pitch penalty of a dead ball and a ball being added to the count. No out may be recorded and return any runners. EXCEPTION: If the ball is put in play (whether

on a 1<sup>st</sup> or subsequent offense), the offense may take the result of the play. If the batter reaches base and all runners advance at least one base, the illegal pitch is ignored and the offense cannot choose to enforce it.

**Dropped 3<sup>rd</sup> Strike:** The batter is out on all 3<sup>rd</sup> strikes (except fouls), including uncaught strikes. Live Ball.

**Throwing Bat:** Player slinging bat in dangerous manner receives warning, next time for that player is an out, runners return to positions at time of pitch.

**Foul Tip:** A foul tip is a ball which goes sharply and directly off the bat into the catcher's glove; this is a LIVE BALL strike. The ball is live, and baserunners may advance once the ball has crossed the plate and are liable to be put out. Counts as a strike and if strike 3, batter is out. This would be a regular foul ball/dead ball if it is dropped by catcher, at-bat continues.

**Warm-Up Period:** 2 minutes or 8 pitches. Do not allow pitchers to take 3-5 or more minutes between innings. A coach should warm up pitcher until catcher is prepared.

- Teams and any new pitcher must throw 1 warm-up pitch but may then declare themselves ready to play. The batter must be ready within 30 seconds of the fielding team declaring themselves ready for play in this situation.

**Delay Tactics:** Do not allow obvious and excessive delay tactics to run out the clock. This would include things such as:

- Multiple time-outs during an at-bat by either team (defensive conferences, coach-player conferences, etc.). A single stoppage is not excessive but should not be excessively long.
- Excessively long mound visits
- Excessively long warm-up periods before the inning
- Penalty: Add time to the clock as appropriate to nullify the delay

**Slide at 2<sup>nd</sup> base:** On a force play at 2<sup>nd</sup>, the player in vicinity of base must a) slide OR b) get out of the way (clearly peel off) of the fielder's ability to throw. Violation of this results in that player AND batter being called out.

- A runner only half-way to 2<sup>nd</sup> is not interfering unless they deliberately do so (i.e. sticking out hand to catch the throw). The runner must be at least in the vicinity of the base to be able to interfere.
- Merely being hit with a throw is not interference unless it is intentional (e.g. sticking a hand out to deflect the ball). The runner must have interfered with the fielder's action or ability to throw, not just be in the way of the throw.
- The fielder cannot go out of the way to be interfered with by a runner who clearly peeled off of the play.
- The fielder does not have to throw the ball but the interference must have prevented a throw that had a chance to retire the batter. If the player had no intention to throw the ball or could not have retired the batter, do not call interference unless it was deliberate or malicious contact. (For example, if the batter has already passed 1<sup>st</sup> base, for example).

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### Obstruction/Interference/Baseline

**Obstruction** is called on the *defense*.

**Interference** is called on the *offence*.

**Obstruction**: A fielder without the ball impedes a runner

- Can happen anytime during a play
- If a play is being made on the obstructed runner, dead ball and the runner is awarded the next base
- Otherwise, continue play, and protect the runner to the base he would have gotten without the obstruction.
  - Example: If he was protected to 2<sup>nd</sup> base but continued and was thrown out at 3<sup>rd</sup>, there is no call and the runner is out.
  - Example: If he was protected to 3<sup>rd</sup> and thrown out at 3<sup>rd</sup>, call time and place the runner at 3<sup>rd</sup>.

**Interference**: A runner interferes with fielder being able to field the ball

- Usually only happens on batted balls (unless runner deliberately deflects thrown ball)
- Dead ball immediately, runner is out. Unless the batter is the one interfering, the batter gets 1<sup>st</sup> base and any forced runners advance. If batter is interfering, no runners advance.
- Where the runner is in terms of the base path/base line is irrelevant to this call. The Runner CANNOT interfere regardless of where the interference occurs. He must go around/avoid the fielder.
- Only one fielder is protected if two fielders go to the ball. If umpire determines the 3<sup>rd</sup> baseman was protected and fielding the ball but the runner runs into SS, that would be obstruction on defense, not interference.
- Deflected ball that hits runner is not an out; however, on a deflected ball the runner must still give way to a player who can make a play on the ball.

**Base path**: The base path is only established when a fielder attempts to make a tag play on a runner and is a straight line from the runner's position at that time to the base he is trying to reach.

- If he goes out of the established base path by more than 3 feet the runner is out.
- A runner can take any route he or she wants to the base unless there is a play being made.
- On a rundown, each time the ball is thrown a new base path is established when the fielder attempts to make a new play on the runner. Watch for base path violations and for obstruction on defenders once they have thrown the ball if they impede the runner.