

RULE 9. - BALL IN PLAY (ALIVE) AND DEAD BALL

Sec. 1 THE BALL IS LEGALLY PUT IN PLAY BY THE UMPIRE:

- A. At the start of the game and each half inning when the pitcher has the ball while standing in his pitching position and the plate umpire has called "PLAY BALL".
- B. After every dead ball situation.

Sec. 2 THE BALL IS DECLARED ALIVE AND IN PLAY:

- A. When the pitcher has the ball in his possession within the pitching zone.
- B. When the pitcher delivers the pitch toward home plate.
- C. When the batter hits the pitched ball legally.
- D. Whenever there is a play resulting from the legally batted ball.
- E. When a live ball strikes a photographer, groundskeeper, policeman, etc., when they are assigned to the game. If they are within playable territory, they become part of the field.
- F. When a fly ball is legally caught.
- G. At all times during the enforcement of an infield fly rule.
- H. When any thrown ball goes into foul territory and is not blocked.
- I. When a batted or thrown live ball accidentally strikes the coach.
- J. If thrown, it strikes an umpire or offensive player.
- K. When a fair batted ball strikes an umpire or baserunner after touching a fielder, or after passing any fielder including the pitcher/infielder.
- L. When a fair ball strikes the umpire or offensive player on foul ground.
- M. If baserunners have reached the base to which they are entitled when a fielder illegally touched or fielded a batted or thrown ball.
- N. When a delayed obstruction call has been made and signaled but not yet enforced.
- O. When a baserunner must return to a base in reverse order while the ball is alive and in play.
- P. When a baserunner is called out for passing a preceding runner.
- Q. When a baserunner acquires the right to a base by legally touching it before being put out.
- R. When a base is dislodged while baserunners are progressing around the bases.
- S. When a baserunner is called out for running more than three (3) feet outside the established base path in order to avoid a tag.
- T. When a baserunner is forced or tagged out.
- U. When a "live ball" appeal play is involved or enforced.
- V. When a player is called out under the profanity rule.
- W. Whenever the ball is not "DEAD", as provided in Section 3 of this rule.
- X. When a coach physically holds or pushes a baserunner to assist him to return or to leave a base.

Sec. 3 THE BALL IS DEAD AND NOT IN PLAY:

- A. When no pitch is declared.
- B. When an illegal pitcher's action is declared.
- C. When a baserunner is called out for leaving a base too soon, on a pitched ball.
- D. After each called "ball" or "strike".
- E. When a pitched ball touches any part of a batter's person.
- F. When a batter bats illegally, or hits the ball with an illegal bat.
- G. When a batter **DELIBERATELY** bunts or chops the ball downward.
- H. When the batter is hit by his own batted ball, either fair or foul.
- I. When a foul ball is not caught on the fly.
- J. When a batter steps completely across the plate, with the pitcher standing within the pitching zone.

EFFECT Sec. 3 A-J Ball is immediately dead. Baserunners may not advance.

- K. If a fielder or infielder intentionally drops a fair fly ball or line drive.
- L. When an offensive team member causes interference.
- M. When the baserunner deliberately crashes into a defensive player, who is waiting to make a tag.
- N. When a baserunner is off a base and is hit with a fair batted ball, before the ball is touched by or passes through the infielders and provided an infielder had the opportunity to make a play.
- O. When a blocked ball occurs.
- P. When a ball lands outside the established limits of the playing field.
- Q. When a coach intentionally interferes with a batted or live thrown ball.
- R. When a ball is caught illegally.
- S. When a spectator or other person, not in the game, causes interference.
- T. When a batted ball hits an umpire before the ball is touched by or passes an infielder.
- U. When "TIME" is called for any reason by the umpire.
- V. When there is obstruction on the batter and it is enforced.

EFFECT Sec. 3 K-V The ball is immediately dead. Baserunners are permitted to remain on the bases they attained prior to the infraction and then subsequently advance, if applicable, to the bases awarded as a result of the infraction.

Metric Conversions

The following table will assist with the Metric Conversion of information contained in these Rules.

1/32	.0.7938 mm	10 feet	.304.80 cm
1 inch	.2.54 cm	12 feet	.365.76 cm
2-1/4 inches	.5.72 cm	15 feet	.457.00 cm
4 inches	.10.16 cm	16 feet	.487.68 cm
5 inches	.12.70 cm	25 feet	.762.00 cm
6 inches	.15.24 cm	30 feet	.914.00 cm
8 inches	.20.32cm	32 feet	.975.00 cm
8-1/2 inches	.21.59 cm	32 feet 5 inches	.990.60 cm
10 inches	.25.40 cm	35 feet	.1067 cm
11 inches	.27.94 cm	38 feet	.1168 cm
11-7/8 inches	.30.16 cm	40 feet	.1219 cm
12 inches	.30.48 cm	42 feet	.1280 cm
12-1/8 inches	.30.80 cm	45 feet	.1371 cm
15 inches	.38.10 cm	46 feet	.1402 cm
15-3/4 inches	.38.74 cm	59 feet	.1524 cm
16-1/4 inches	.41.28 cm	55 feet	.1676 cm
17 inches	.43.18 cm	60 feet	.1829 cm
24 inches	.60.96cm	65 feet	.1981 cm
30 inches	.76.20 cm	84 feet 10-3/4 inches	.2586 cm
34 inches	.86.36 cm	120 feet	.3658 cm
36 inches	.91.44 cm	200 feet	.6096 cm
48 inches	.121.92 cm	225 feet	.6858 cm
60 inches	.152.40 cm	245 feet	.7468 cm
84 inches	.213.36 cm	250 feet	.7620 cm
2 feet 5 inches	.73.66 cm	265 feet	.8077 cm
2 feet 6 inches	.76.20 cm	275 feet	.8382 cm
3 feet	.91.44 cm	300 feet	.9144 cm
4 feet	.121.92 cm	6-1/4 ounces	.177.19 gm
5 feet	.152.40 cm	7 ounces	.198.45 gm
7 feet	.213.36 cm	9 ounces	.255.15 gm
8 feet	.243.84 cm	10 ounces	.283.50 gm
8 feet 5 inches	.256.54 cm	38 ounces	.1077.30 gm

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RULE 10. - UMPIRES

Sec. 1 POWERS AND DUTIES: Umpires are the representatives of the organization or league by which they have been engaged or assigned to a particular game, and as such are **AUTHORIZED AND REQUIRED** to enforce each and every section of these rules, from beginning to the end.

EFFECT Sec. 1 Umpires have the power, and should use it with discretion, to order a manager, coach, captain or player to do or to cease doing any act which in their judgement is necessary to give force and effect to one and all of these rules, and to enforce penalties as herein prescribed. The plate umpire, in consultation with his fellow umpires, if appropriate, shall have the authority to make decisions on any situations not specifically covered in the rules.

Sec. 2 UMPIRE ELIGIBILITY:

- A. Umpires must be currently carded umpires in good standing with Slo-Pitch National.
- B. Umpires must be a minimum of eighteen (18) years of age in order to be carded. For safety reasons, there will be no exceptions to this rule.

Sec. 3 GENERAL INFORMATION & REGULATIONS FOR UMPIRES

- A. The umpire should not be connected in any way with either team.
- B. The umpire should be sure of the date, time and location of the game.
- C. The umpire should arrive at the field 30 minutes before the game time to mentally and physically prepare for the game.
- D. The umpire shall wear a uniform which will allow freedom of movement and which will be:
 - 1. Light grey short sleeved golf shirt bearing the official SPN umpire logo.
 - 2. Light grey t-shirt bearing the official SPN umpire logo.
 - 3. Light grey shorts or light grey pants.

NOTE: See STG & OR for uniform requirements at Provincial/Regional and National Championships.

- 4. Long bill red hat, embroidered with SPN umpire in black letters.
- 5. Grey ball bag and a black belt.
- 6. Grey socks with pants and white knee highs or white, mid-calf or higher tube socks with shorts.
- 7. Black shoes to be worn with grey pants, or white or black shoes may be worn with grey shorts.
- 8. Black windbreaker bearing the official SPN umpire logo.
- 9. Black crew neck sweater bearing the official SPN umpire logo.
- 10. Black rain suit bearing the official SPN umpire logo – optional for inclement weather. Official Uniform must be worn underneath.

NOTE: When more than one umpire is working a game, both umpires shall be attired in the same uniform (ie. Both umpires shall wear shorts).

- E. The umpire shall have all necessary equipment deemed proper (umpire's indicator, a bat ring, small whisk broom and all proper protective equipment such as an athletic support, a mask when required) . He is to ensure that all his equipment not being used is not on the playing field.
- F. Umpires are to remove all jewellery items such as : neck chains, watches, bracelets and earrings. Excluded from this ruling are medical alert identification.
- G. The umpire(s) will introduce themselves to the official scorekeeper and managers.
- H. The umpire(s) must inspect the playing field and equipment, and supplement the rule book, when possible, with written game ground rules, indicating all out-of-play areas, or other exceptions to the rulebook for both managers.
- I. The umpire working behind the catcher judging the pitched balls shall be designated as the Plate Umpire, with the umpire judging plays on the bases to be called the Base Umpire.
- J. Neither umpire has the authority to set aside a decision made by the other umpire within the limits or scope of his respective duties as outlined in these rules.
- K. Under no circumstances shall either umpire seek to reverse a decision made by his associate, nor shall either umpire criticize or interfere with the duties of his associate.

Sec. 6 SPECIFIC DUTIES OF THE BASE UMPIRE:

- A. He shall assist and cooperate with the plate umpire in order to make all proper and correct decisions.
- B. He shall take the appropriate positions on the field as outlined in the Umpire's Manual.
- C. He may and should be required to go into the outfield to call certain outfield decisions when the plate umpire would be at a great disadvantage making the call. Some of these plays would involve a trapped ball catch, fly ball hitting or clearing a fence, a legal catch when a fielder runs or falls into a fence or obstruction and drops the ball because of such a collision, and other plays, especially when light conditions are not the best.

Sec. 7 THE RESPONSIBILITIES OF ONE UMPIRE ASSIGNED TO OFFICIATE BY HIMSELF extends to all parts of the field, his duties and jurisdiction encompass all those duties normally covered when more than one umpire is assigned.

Sec. 8 UMPIRES SHALL NOT BE CHANGED DURING THE PLAYING OF A GAME, unless they become incapacitated due to an injury or illness.

Sec. 9 UMPIRE'S JUDGEMENT DECISIONS MAY NOT BE APPEALED:

- A. On a decision involving a ball or strike.
 - B. On whether or not a batted ball was fair or foul.
 - C. On a call of safe or out on a baserunner.
 - D. When a game is called for darkness, rain, panic or other logical reasons.
- EFFECT Sec. 9 A-D** No decision shall be reversed by the umpire, involving his judgement, except if he is convinced he was in error. This could come from consulting another umpire working with him, as a result of his own requested conference.

Sec. 10 UMPIRES SHALL ENFORCE ALL THESE RULES:

- A. All rules governing the playing of the game are to be enforced.
- B. If, after a person has received a warning, the infractions are repeated, the umpire shall eject the offender from the game. For major offenses, no warning shall be given. An immediate ejection shall be enforced.

NOTE:

- 1. Umpires should not necessarily penalize an entire team because of the actions of one or more individuals. Remove violators from the game.
- 2. Umpires may choose not to impose a penalty when the imposition of said penalty would work to the detriment of the non-offending team.
- 3. Umpires must work together and cooperate in every way to ensure correct decisions and fair rulings.

Sec. 11 UMPIRE'S SIGNALS AND TERMS TO BE USED:

- A. To indicate the **PLAY** shall begin or be resumed, the plate umpire shall call "**PLAY**" and simultaneously make a beckoning motion for the pitcher to deliver the pitch. Extend the arm to shoulder level and directly towards the pitcher with the palm of the hand open and facing up to the sky and then bring the palm of the hand in towards your face.
- B. To indicate to the pitcher to hold the pitch **AND NOT DELIVER**, because the batter is not ready, extend the **ARM** directly toward the pitcher with an **OPEN PALM** facing the pitcher, signaling the pitcher to stop.
- C. To indicate that the **PITCH** was a **STRIKE**, the plate umpire shall raise his **RIGHT ARM** straight up above the shoulder and then down to the hammer position (right angle) with the fist closed while at the same time calling "**STRIKE**" and the number of the same in a clear and decisive voice.

- D. To indicate a **BALL**, no arm signal is used. However, the plate umpire shall give the verbal call of "**BALL**", and then add the number. If the ball lands on the plate, the umpire may indicate this by a signal using the left hand (palm open and up at chest level) and bring a closed fist (right hand) down into the palm.
- E. To indicate an **INTENTIONAL WALK** of the batter by the pitcher, the plate umpire merely makes such announcement to the batter and official scorekeeper.
- F. To indicate the **TOTAL COUNT** on the batter, the plate umpire always announces the number of **BALLS** first and then the number of **STRIKES**. Also signal the count with the hands, showing the number of **BALLS** on the left hand, and the number of **STRIKES** on the right hand.
- G. To indicate a **FOUL BALL** the umpire shall extend his hands straight up into the air while verbalizing "**FOUL BALL**" in a manner appropriate to the situation.
- H. To indicate a **FOUL TIP**, the plate umpire shall raise both arms out in front of his body, a little higher than shoulder level, and with the palms of the hands facing downward, graze the palm of one hand off the back of the other and call "**FOUL TIP**".
- I. To indicate a **FAIR BALL**, the plate umpire shall gesticulate toward the centre of the diamond. **THERE IS NO VERBAL CALL.**
- J. To indicate the batter or baserunner **OUT**, the umpire shall raise his **RIGHT ARM** (hand open) straight up to a full extension directly above the shoulder and then bring it back down into the hammer position (right angle) with the fist clenched and verbally call "**OUT**".
- K. To indicate that a baserunner is **SAFE**, the umpire shall extend **BOTH ARMS** out to his sides and to shoulder level with the palms open and facing down towards the ground. A verbal call of "**SAFE**" is performed simultaneously with the signal.
- L. To indicate a **SUSPENSION** of play, the umpires shall call "**TIME**" and at the same time extend **BOTH HANDS** skyward, clearly above his head with the hands open. The other umpires shall immediately acknowledge the suspension of play, by performing a similar signal.
- M. To indicate a **DELAYED DEAD BALL**, the umpire shall extend his left arm horizontally to shoulder level and to the side.
- N. To indicate a **TRAPPED BALL**, the umpire shall extend both arms diagonally in front of his body with palms open and toward the ground and then move the arms out to the side of his body to indicate **SAFE**. "**TRAPPED BALL**" and "**SAFE**" shall be called simultaneously with the appropriate signals.
- O. To indicate a **GROUND RULE DOUBLE**, the umpire shall raise his arms straight up over the shoulder and indicate with his fingers the number of bases awarded.
- P. To indicate a **HOME RUN**, the umpire shall raise his right arm straight up over the shoulder with a clenched fist and then move the arm in a counter clockwise motion several times to indicate the home run.
- Q. To indicate a **FOUR (4) BASE AWARD**, the umpire shall raise the left arm straight up with four fingers extended and point with the right hand to home plate.
- R. To indicate an **INFIELD FLY RULE BEING IN EFFECT**, the umpire shall bring the palm of his right hand up to his left chest area and place the hand on the chest.
- S. To indicate an **INFIELD FLY IS NO LONGER IN EFFECT**, the umpire shall brush the fingers on the right hand down the left arm, which will be brought forward a little bit and in front of the body to indicate that it is **OFF**.
- T. To indicate an **INFIELD FLY**, the umpire shall raise his right arm straight up with his fist clenched and call "**INFIELD FLY, IF FAIR, THE BATTER IS OUT.**"
- U. To indicate that a player has been ejected from the game and the playing area, the umpire shall raise his right arm above shoulder level and point indicating that the player is to leave the playing field. The umpire will also simultaneously state in a loud voice that the player is ejected.

Sec. 12 SUSPENSION OF PLAY:

- A. The umpire may suspend play when, in his judgement, any situation or condition justifies such action.
- B. When in the opinion of the umpire all immediate play resulting from a batted ball is apparently completed, he shall call **"TIME"**.

EFFECT Sec. 12 B It is not necessary to return the ball to the pitcher, after a batted ball, to stop baserunners from advancing. When baserunners have ceased to try to move forward, or to try for the next base, because a fielder has the ball in the infield area, the umpire shall call **"TIME"**.

- C. Play shall be suspended whenever the umpire leaves his proper position to brush the plate, or to perform other duties not directly connected with the calling of decisions.
- D. The umpire shall suspend play whenever a batter or pitcher steps out of position for a legitimate reason.
- E. The umpire shall not give a call or signal for **"TIME"** when a batter steps out of position after a pitcher has started his delivery motions.
- F. In case of injury, or if some unforeseen incident occurs before a batter hits the ball **"TIME"** shall be called. But, if the ball is hit, then all action continues until all plays in progress have been completed, or all baserunners have stopped at their bases.
- G. Umpires shall not suspend play for any reason, during live ball action, at the request of players, coaches or managers, until all probable actions have been completed.

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If you are interested in taking advantage of the umpire services offered and improving your skills and knowledge, contact the Slo-Pitch National Head Office or your Regional Director.

RULE 11. - SCORING

Sec. 1 THE OFFICIAL SCORER is appointed by the tournament manager and shall keep records of each game as outlined in the following rules. He shall have sole authority to make all decisions involving judgement. For example, it is the scorer's responsibility to determine whether a batter's advance to first base is the result of a hit or an error. However, a scorer shall not make a decision which conflicts with the official playing rules or with an umpire's decision. When no assigned official scorer is present, the umpire shall appoint a scorer. If the umpire is unable to appoint a scorer, then the home team scoresheet shall be official.

Sec. 2 THE BOX SCORE:

- A. Each player's name and the position or positions he has played shall be listed in the order in which he batted or would have batted unless he is removed, or the game ends, before his turn to bat.
- B. Each player's batting and fielding record must be tabulated.
1. The first column shall show the number of times each player batted during the game, but no player shall be charged with a turn at bat when:
 - a. He hits a sacrifice fly.
 - b. He is awarded a base on balls.
 - c. He is awarded first base because of obstruction.
 2. The second column shall show the number of runs, if any, made by each player.
 3. The third column shall show the number of safe hits, if any, made by each player.
 4. The fourth column shall show the number of put-outs, if any, made by each player.
 5. The fifth column shall show the number of assists, if any, made by each player.
 6. The sixth column shall show the number of errors, if any, made by each player.
 7. The name of each player inserted into a team's line-up as a substitute player or runner shall be recorded and the subsequent record tabulated.
- C. The score by innings for each team shall follow the tabulated batting and fielding records.

Sec. 3 THE SUMMARY:

- A. The summary shall follow the score by innings.
- B. The summary shall list the following items in this order:
1. The final score.
 2. Runs batted in and by whom.
 3. Two base hits and by whom hit.
 4. Three base hits and by whom hit.
 5. Home runs and by whom hit.
 6. Sacrifice flies and by whom hit.
 7. Double plays and all defensive participants.
 8. Triple plays and all defensive participants.
 9. Number of runners left on base, including the batter-baserunner.
 10. Number of bases on balls given by each pitcher.
 11. Number of batters struck out by each pitcher.
 12. Number of hits, runs and earned runs allowed by each pitcher.
 13. The name of the winning pitcher.
 14. The name of the losing pitcher.
 15. The number of innings or parts of innings pitched by each pitcher. A part of an inning is determined by the number of outs. One out is one-third inning; two outs are two-thirds of the inning.
 16. The length of the game with any unusual delays deducted.
 17. The names of the umpires and scorer.