

# WARRIOR BASEBALL ASSOCIATION – UMPIRE QUICK REFERENCE SHEET

## COACH PITCH AGE GROUPS

*This sheet references the most common rules issues in these age groups:*

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:** 55 minutes.

**7 Run Maximum per inning:** The play may continue but no additional runs score and no additional batters should bat.

**Game is over when:**

- 6 innings completed
- One team ahead by more than 7 times innings remaining (e.g. 8 after 5, 15 after 4 innings)

**New Inning:** A new inning may start until the scoreboard clock as expired. THERE IS NO 4-minute rule any longer and all games will continue until the clock expires or the game ends based on the number innings played or a run rule.

**No Infield fly rule**

**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

**Catcher:** The catcher can only make a play on a batted ball if he starts in the catcher's box behind home plate. He can always field a throw.

**Scoring Runs:**

- No runs score on a play that results in a force out for the 3<sup>rd</sup> out at any base, even if the run scored before the 3<sup>rd</sup> out.
- Runs scored *before* a tag play as the third out do count.
- If the third out is an appeal play (e.g. leaving early on fly ball), any following runners do not score, but runners in front of the player called out may score.

**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 any potential throw that could retire the batter. 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.
- 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 and could not have retired the batter, do not call interference unless it was deliberate or malicious contact. This could occur when batter has already passed 1<sup>st</sup> base, for example.
- See the WBA Case Plays document for more information on this rule and example scenarios.

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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.