

## WARRIOR BASEBALL ASSOCIATION – UMPIRE QUICK REFERENCE SHEET

### Minors Division (Kid Pitch Ages 10-11)

*This sheet references the most common rules issues for the Minors 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:** 80 minutes. Clock starts on first warm-up pitch

**X-run maximum per inning (pending):** Complete the play but no additional runs may score

**Game is over when:**

- 6 innings completed (5 and ½ if home team leading)
- 15 run lead after 3 innings, 10 run lead after 4 innings, 8 run lead after 5 innings

**New Inning:** Do not start a new inning after the clock has expired (shows 0 or is blank).

**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 properly if ball is caught).

**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

**Runners on base:** Baserunners may lead off/steal as in MLB/NFHS.

**Mound Visits:** One visit per pitcher per inning, no maximum per game.

**Balks:** MLB Balk rules apply:

- Early in the season, a warning may be appropriate for balks such as not coming set, turning shoulders, stepping off from wind-up, if called consistently for both teams (If runner was retired as result of balk, enforce balk and advance any runners). Use discretion in noncompetitive games with clearly inexperienced pitchers. Egregious balks must be called (e.g. dropping ball on rubber or starting motion and then stopping).
- Enforce balks more strictly later in season and post season tournament. Warning for subtle balks may be appropriate if consistent across teams.
- DO NOT ALLOW the offensive team (other than baserunners) to intentionally distract pitcher. This is a judgement call. Example: One base coach yelling “Go” is usually acceptable, but not both base coaches screaming right when the pitcher first moves which causes the pitcher to balk. Similarly, cheers intentionally timed to disrupt pitcher and cause a balk may be called. PENALTY: Result of play or No Pitch, runners return to base.
- Balk is a DELAYED DEAD BALL (MLB Rules). Call it clearly and verbally if a balk occurs; however, if there is continuing action ongoing before calling a balk, allow the play to continue. If all runners advance, permit the advance and then ‘warn’ the pitcher regarding the balk (instructional league). For pitched balls, ignore the balk if the batter reaches base and all runners advance at least one base, otherwise it is a “no pitch” and enforce the balk.
- A fake to third base from the rubber is a balk! Must step off the rubber to “fake” to 3<sup>rd</sup>.
- BALK EXCEPTION: if a runner on 3<sup>rd</sup> induces a balk prior to the pitcher releasing the ball by breaking for home or a similar action, it is not a balk. In that situation, call no-pitch and the runner must return to third base.

### **Dropped 3<sup>rd</sup> Strike:** MLB/High School Rules.

- The batter is permitted to advance (2 outs OR if there is no runner on first base) if the ball strikes the dirt before the catcher catches the ball.
- The batter is out for failure to advance when he leaves the dirt circle (10-15 foot area around the plate) or reaches the grass area in front of his dugout or enters his dugout, whichever is closer on the field. Until such point he may decide to advance. A batter who takes 2-3 steps towards the dugout should not be called out for abandonment in this situation (the batter-runner must observe base path rules on tag *attempt*).

**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. Baserunners may advance and should not be sent back to their starting base as this is NOT a dead ball. 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.

**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 approximately 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.). Only one offensive time-out is permitted per inning.
- Excessively long mound visits or warm up periods before inning
- Penalty: Add time to the clock as appropriate to nullify the delay
- Tournament: Clock stops on time-out or pitching change when clock is below 10 minutes.

### **Batter's Interference:**

- Batter's interference occurs when the batter interferes with the catcher's fielding or throwing by stepping out of the box or making any other movement that hinders the catcher's play. The batter must actually interfere with the catcher to be called. For example, merely ducking below a throw while in the box is likely not interference. Stepping out itself is not interference unless it hinders the catcher. See the case plays for more information.

**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 make a play on the batter/runner. 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 runner had not reached first at the time of interference, assume that there was a chance to retire the runner.
- There must be a play at second base for this rule to apply. A runner who reaches second base standing up well before any force play must not deliberately interfere with the fielder but is not required to vacate his base to avoid the fielder.
- Merely being hit by a throw is not interference unless deliberate or intentional. They must interfere with the *fielder's ability* to make the play.
- Note: These rules apply similarly at any base for a force play where there is a potential double play opportunity.