

# Massapequa International



# Little League, Inc.



# UMPIRING MANUAL



## **Massapequa International Little League is proud to present our rookie umpire program**

**We at Massapequa International Little League are delighted to be starting our Junior Umpire program up again after having a few years of only adult umpires from various umpiring organizations handle our games. The program is open to boys and girls ages 13 to 18 who enjoy the game and who would like to provide a needed service to the kids in our community while also earning some spending money. No prior experience umpiring is required, but some experience playing baseball in our program is a must. We will be providing training by experienced little league, high school and college umpires.**

**Junior Umpires receive the following from the league:**

- **Classroom and on-field training from our experienced adult umpires;**
- **A copy of the MILL Umpire training manual.**
- **All the protective equipment umpires wear for the season except shoes, shirt and pants. The umpire will be required to provide them.**
- **A copy of the Little League and our Farms division rules.**
- **\$ for umpiring a game in our 9 year old farms division.**
- **Two teenagers will do each game with an approved adult volunteer umpire on the field acting as the umpiring crew chief.**

### **Why use our players as umpires?**

**Massapequa International Little League is all about what is best for our kids. What a better way to teach our children the importance of being involved in their community then have them help other children in our league! Umpiring for MILL will help keep them out of trouble while letting them earn some spending money. In our mission statement it reads: *we shall teach the children of our league, in a safe environment, the rules and strategies of the game, the ideals of the good sportsmanship, and respect of fellow players and authority, so that they may be well adjusted, stronger and happier children that will grow to be good, decent, healthy and trustworthy citizens.* Our junior umpiring program empathizes what we are all about, the children!**

### **Why do you want to become a Little League Umpire?**

**I'd rather get paid to umpire than work somewhere else.**

**I like the challenge of umpiring a game, where every call can affect the outcome.**

**I like the feeling of satisfaction I get from umpiring a good game.**

**I love the game of baseball.**

## What is expected of you the umpire!

- 1) The Safety of the players, coaches and you comes first! Know the Little League safety rules.
  - All male players must wear protective cups and supporters during practices and games.
  - Catchers must wear approved helmets, masks, throat guards, chest protectors and shin guards in the game.
  - A Catcher can warm up pitcher with full mask, including dangler, but need not have chest protector and shin guards
  - long vs. short model chest protector; long required in baseball majors and below; either is allowed in softball, and baseball juniors and above
  - Except when returning to a base, head first slides are not permitted on the playing field
  - during defense all coaches must stay in dugout – no coaches on the field ( We have made exceptions for younger divisions)
  - At least ONE coach MUST be in dugout at ALL times for ALL levels
  - equipment (bats, gloves, etc), cannot be left laying on the field during game
  - No jewelry is to be worn by any player.
  - No painted helmets, no stickers on helmets except those provided by manufacturer
  - There are no on deck batters. The use of doughnuts is prohibited. The swinging of bats unless up at bat is prohibited.
  - Disengagable bases a must at all little league games.
  - Be familiar with the Lightning Safety Guidelines listed in Appendix A of the Little League rule book.
  - Inspect the field for safety issues before the start of the game
  
- 2). Make sure to hold a pre game meeting with the managers of each team. Refer to the cheat sheets given to you!
  1. Every one thinks SAFETY FIRST
  2. Introductions
  3. Lineup cards are exchanged
  4. Discuss local ground rules
  5. Discuss unsportsmanlike conduct
  6. Discuss innings pitched rule
  7. Discuss calling game situations
  8. Check the field for safety
  9. Discuss legal pitching motions/warnings
  10. Get game balls from teams
  11. Make sure no jewelry rule is observed
  12. Make sure proper uniforms are worn
  13. Umpires check for illegal equipment
  14. Make sure games start on time
  15. Have Managers enforce 2 out catcher rule

Discuss speeding up the game by having fielders hustle on and off the field by havin fielding positions ready and batters ready to hit.

16. Enforce 7 warm up pitches between innings rule

3) Be responsible! Be on time for every game. If you for whatever reason cannot make a game you have committed to, get an umpiring "buddy" to take your place.

4) Learn the rules of the game and of the division you are umpiring the best you can. Always have the rule book with you at a game in case you need to refer to it. Spectators expect this no matter what the level of the game being played, whether it is Little League or professional games. The fact that Major League ump's complete a six week training course and then spend 5 years or more working minor league games honing their skills before they reach the Majors and the average Little League ump has maybe 2 days training and zero years experience, is of no consequence to the Little League fan. They expect perfection from both.

5) Do your absolute best! Everyone makes mistakes! Learn from them. Be a confident umpire. Remember your training. Review the game in your head afterwards and think of what you could have done better. The umpire is expected to know all the rules and judge every call correctly. Spectators expect this no matter what the level of the game being played, whether it is Little League or professional games. The fact that Major League ump's complete a six week training course and then spend 5 years or more working minor league games honing their skills before they reach the Majors and the average Little League ump has maybe 2 days training and zero years experience, is of no consequence to the Little League fan. They expect perfection from both. Don't let this bother you! An umpire has to have thick skin. Never confront, yell at or discuss any call with anyone other than a manager. If needed talk to the adult umpiring crew chief assigned to over see the game, and let them handle the situation.

6) Report any misbehavior by Managers, Coaches, Players or Spectators to any board member. A board member contact list was given to you with your training manual.

7) Have fun! Learn how to be a better umpire with each passing game.

To be successful as a Little League umpire, you need to gain rules knowledge and field experience at a faster rate than that expected from professional umpires. Learn from your mistakes and do you very best. You will experience more "strange" plays than the professional ump, because Little Leaguers are still learning how to play the game, and will do many unexpected things. So expect the unexpected!

## Here are a few helpful tips

Remember at all times, you are in charge when umpiring. You don't need to show off, but don't let anyone – coaches, players, fans influence your call.

Just as you are not a professional, full-time umpire, players on the field are not professional either. Never show your emotions, particularly your disgust, over a play while on the field.

When working with one or more umpires, don't be afraid to double-check a call when appropriate. If you are the only one who had a good view, there's no need to check but if you have any doubt, players and coaches appreciate it.

Always communicate with your fellow umpires on the field. Determine who will take what calls before the game starts. Remember your training. Only one umpire should be making a call on a play.

Be polite and respectful. Never lose your temper on the field. Players and coaches will follow your lead.

When umpiring younger little league players take a few seconds to explain your call if it is a confusing play. Explain to both the player and the coach what he/she is doing wrong.

Always go over the ground and league rules with the coaches before the game so there are no misunderstandings later.

Most of all, if you're not having fun, umpiring probably isn't worth your time!



# Umpiring the Two-Man System in Little League (60' base paths)

## The Base Umpire Part 1

Position A (fig. 1)



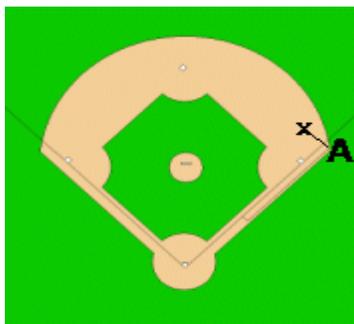
As a base umpire in Little League, the very first position you should know is position "A". (see *fig. 1*) We start at position "A" with no runners on base. Station yourself 8 to 10 feet behind the first baseman, in foul territory, never getting closer than 12 to 15 feet from the first base bag. If the first baseman plays farther back, then you in turn should move farther back. We place ourselves in a position relative to the 1st baseman to minimize collisions and give him/her all the breathing room we can. Place your right foot as close to the foul line as you can without touching it and face the batter. From here, you have a good look at the pitcher's wind-up and the plate!

From position "A" you are ready to do one of three things;

1. Position yourself for a play at first.
2. Run into right field for a fly ball.
3. Move "outside-in" and pivot-turn on the infield grass to see the batter-runner touch first.

We will look at each of these possibilities in detail.

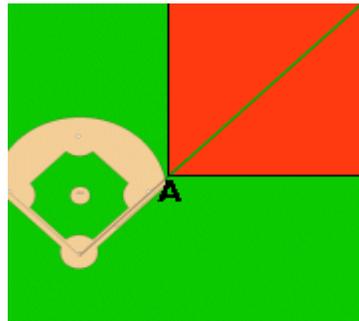
(fig. 2)



## **Position yourself for a play at first.**

Plays at first can happen in numerous ways and at numerous angles. For routine ground balls hit to third, shortstop and second, you should take three or four good steps into fair territory onto the dirt. (see *fig. 2*) Make sure you're 10-15 feet away from the first base bag. Keep your eye on the ball to be sure that the infielder makes a play. Then, after the fielder throws the ball to first and you are absolutely positive that the ball is on a true path to first base, stop looking at the ball and focus on the first base bag. If you have the correct angle, you should be able to see if the first baseman pulls his foot from the bag or not. Now it is impossible to see both the batter-runner's foot hit the bag and the first baseman catch the ball at the same time. However, we should use all of our senses and abilities to make the call. Not only hearing the sound of the ball hitting the glove, but hearing the sound of the foot hitting the bag, seeing the foot hit the bag and sensing the ball arriving at the first baseman in our peripheral vision. Then pause for a moment, making sure the first baseman hasn't bobbled or dropped the ball, then make your call. Sometimes the play at first develops in a different way. Either a ground ball to the first baseman or second baseman moving toward first can make the above position treacherous. This is called a "pressure play". When this happens, simply take one step into fair territory, remaining a good 20 feet away from the first base bag. Additionally, a throw to first could come from the catcher or a fielder in the area of the plate. Just take two more steps into fair territory, keeping the same 20 foot distance between you and the bag. But keep on your toes, an errant throw could nail you.

(fig. 3)

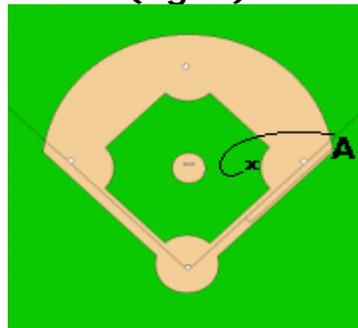


### **1. Run into right field for a fly ball.**

In this section we will first discuss what is referred to as "catch coverage". When the ball sails into the air, there could possibly be a catch. It may be an easy catch, above the waist, with little doubt or question. However, there can also be trouble balls. Imagine a line drive that a player catches close to the ground. Did he catch it? Did he trap it? If both umpires see the play differently it is possible for two

umpires to make two different calls at the same time. That is to be avoided at all costs. It looks awful to see umpires with conflicting calls. It's embarrassing. Therefore it is in your best interest that you know which catches you will call and which catches your partner will call. There are many different systems for catch coverage. The one we've listed here is our recommendation. But as long as you and your partner know who's calling what, the specifics are irrelevant. It is vital that you talk this over with your partner during your pre-game conference. While you are in position "A", you have all catches in right field moving toward the line. That means that the only time you call a catch in "A" is when the out occurs in right field, or in foul territory on the right field side. (see *fig. 3*) All other catches while you are in position "A" (right-center, center, left and the infield) will be handled by the plate umpire. The reason we recommend base umpires cover catches in such a small area is two-fold. Firstly, with the skill level of Little League there tends to be a high rate of missed bases and obstructions, and we feel it is more important that the base umpire be on top of any possible calls in the first base area. Secondly, the Little League field is small enough where a catch call is not difficult to make from the infield grass, where a plate umpire would be. It is also important to mention that the base umpire has it in his sole discretion whether or not to go out into right field. And whatever he decides, the plate umpire must act accordingly. This eliminates any doubt for balls that may be on the borderline of coverage. Just be sure to commit either to going out to cover a fly ball, or coming in and pivot-turning for the touch at first. ([section 3](#)) When you move onto positions "B" and "C", in those sections we will discuss catch coverage for each of those positions.

(fig. 4)



2. Move "outside-in" and pivot turn on the infield grass to see the batter-runner touch first.

In this section we discuss what is called the "outside-in" style of base coverage. It is the preferred method for base coverage in Little League, Softball and the 60' diamond in general. The basic idea behind the method is that when the ball crosses the base path anywhere on the diamond, we should cross the base path to the inside of the diamond. That is, when the ball goes "outside"

3. the base path, we should go "inside" the base path. This should occur any time there is a batted ball that goes into the outfield that is either on the ground or that is not within your area of coverage. As far as position "A" goes, the only time you do not move inside the diamond on a batted ball to the outfield is when the batted ball is hit into right field, your area of coverage. For every other batted ball hit into the outfield, you should run onto the infield grass between the pitcher's mound and first base.

(see fig. 4) As soon as you get there, pivot-turn so that you see the batter-runner touch first base then get ready for any possible plays at first or second base. Keep in mind that your duties at position "A" do not end there. In addition to what we've listed above, you share in the responsibility with the plate umpire in calling "Time" and illegal pitch. Additionally, you are required to call any dead balls you see at the plate. For example, a batter fouling the ball off his foot is one common dead ball that you as base umpire should always call right away, as soon as you see it, no matter where you are positioned. And lastly, the plate umpire is required to check with you in the event he should call a "Ball" on a check swing and the defense asks for an appeal. If such a situation should occur, do not say anything until asked to do so by the plate umpire. If the plate umpire needs your help on a check swing, he will point to you and say, "Did he/she go?". And in a strong and confident voice you answer him, "Yes he/she did!" or "No he/she did not". We cannot stress enough the importance of a pre-game conference with your partner. Make a list of areas which need to be covered during the conference. We supply a recommended list for pre-game conference under ["General Instructions to All Umpires"](#). Leave no stone unturned and make sure you and your partner are on the same page for every possibility. Nothing looks worse than two umpires calling two different games.

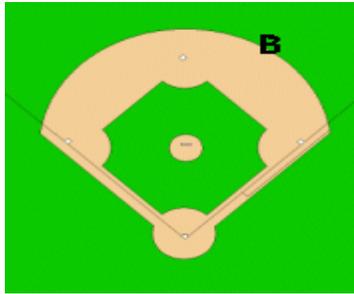


## Umpiring the Two-Man System in Little League (60' base paths)

### Part 1 - The Base Umpire

#### Position "B"

(fig. 5)



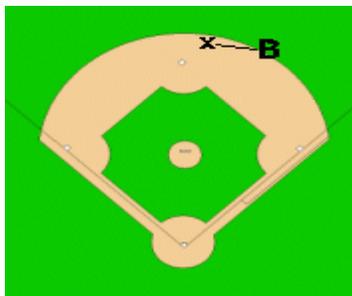
The next position to discuss is Position "B" (see *fig. 5*). Position "B" is used with a runner on first only. Draw an imaginary line from home plate extending up the first base side of the mound, through the infield dirt, and ending on the line of the outfield grass. Be sure to stay well away from the second baseman. Once again, be sure to give him/her plenty of breathing room. From this position, we can see the pitcher's wind-up, the plate area, and we are able to keep the runner at first base in our sights, to enforce the "leaving early" penalty.

From position "B" you are ready to do one of three things;

1. Position yourself for an infield play.
2. Turn around to make a catch call in your area of coverage.
3. Move "outside-in" and prepare for a possible play anywhere on the bases.

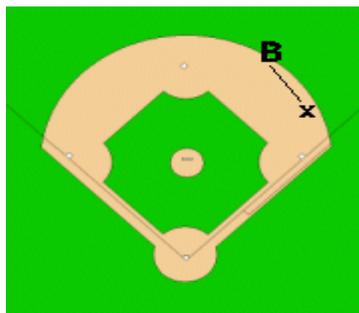
We will look at each of these possibilities in detail.

(Fig.6)



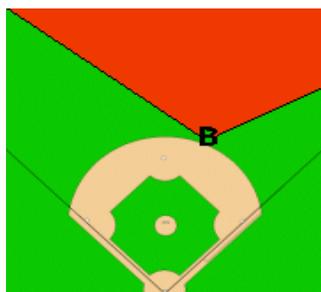
1. Position yourself for an infield play.  
Plays at second are fairly easy to call. You really don't have to move very far. When you have an attempted stolen base to call, or a play

- solely at second base, just move five or six steps to your right towards second base and gain a 90 degree angle on the developing play. (see *fig. 6*) Pick up the fielder's glove and watch for the tag. Then pause to be sure the player held the ball and the runner held the bag, then react and make your call. Make sure you're 10-15 feet away from the play. If you're too close you could either get hit by the ball or get blocked from seeing the tag.



(Fig7)

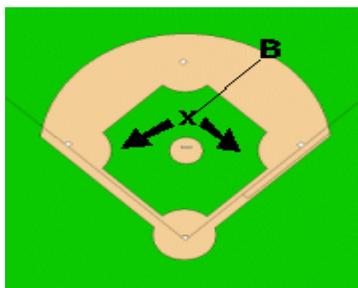
There are other possibilities to look at for infield plays. For a grounder on the infield, there exists a possibility of a double play. Should you feel a double play coming on, stay in your original position "B" (this position should be just fine to call a force play at second base). Then, as the double play more strongly develops, move backwards and slide toward first in order to get position for the possible close play at first base (see *fig. 7*). The reason we have you moving on this play is simple. If you have a true double play situation, the play at second will probably be the easier of the two calls to make. We also use this same path of movement to make a call at only first base. Be sure to work outside-in. In the event of an error on the infield and the ball goes into the outfield, or should there be an errant throw, move onto the infield grass as discussed in [section 3](#). Your responsibilities as base umpire for base coverage is as follows. The base umpire shall always call the first play by an infielder. Additionally, the base umpire shall always call plays at first and second bases, and shall always make calls on the batter-runner all the way to third. Be aware of tag-ups and missed bases at first and second bases also.



(fig.8)

- Turn around to make a catch call in your area of coverage. While you are in position "B", your catch coverage consists of an area

in the outfield shaped like a "V" (see *fig. 8*). The plate umpire will call catches in extreme left field and extreme right field moving toward the lines and any catches on the infield. It is vitally important that you communicate with your partner on flies hit near the borderline of the coverage area. If you're taking the catch call, just say to your partner, "I've got the catch!" If the ball is hit into your coverage area, don't stray too far from your original position "B". Simply turn around, be still, and watch the glove for the catch. Then immediately prepare to move for a possible play at second base.



(fig.9)

3. Move "outside-in" and prepare for a possible play anywhere on the bases.

Once again we use the "outside-in" method of coverage. When the ball is on the ground in the outfield, or in the air outside your area of coverage, you need to immediately move onto the infield grass. From there you will watch the tag-up from first on a fly ball and/or get ready for a possible play at first, second or third (see *fig. 10*). Additionally we must watch the runner touch 2nd base.

Always be especially alert when crossing the basepaths. Runners and fielders alike are running around like crazy. Be certain that you will not collide with a player before you move. Little Leaguers are not the most predictable players in the sport, so we always must be extra careful.

Just like position "A" your duties at position "B" do not end there. In addition to what we've listed above, you share in the responsibility with the plate umpire in calling "Time" and illegal pitch. Remember to call dead balls around the plate like a foul off the batter's person. And lastly, even in position "B", the plate umpire is required to check with you in the event he should call a "Ball" on a check swing and the defense asks for an appeal. If such a situation should occur, do not say anything until asked to do so by the plate umpire. If the plate umpire needs your help on a check swing, he will point to you and say, "Did he/she go?". And in a strong and confident voice you answer him, "Yes he/she did!" or "No he/she did not".

# Umpiring the Two-Man System in Little League (60' base paths)

## Part 1 - The Base Umpire

### Position "C"



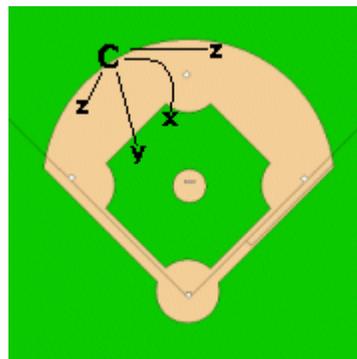
(fig.10)

The third and final base umpiring position is position "C" (see *fig. 10*). We use position "C" for every situation except no runners on (position "A") and a runner on first (position "B"). The list of situations for position "C" are as follows; Runner(s) at first and second, second only, second and third, third only and bases loaded. Obviously, it is not possible to see all runners leaving early if you have three of them to watch. Make sure you do your best to see everything, but know your priorities. For example a dead ball foul off the batter's foot is more important for you to see than a runner leaving early from first.

From position "C" you are ready to do one of three things;

1. Position yourself for an infield play.
2. Turn around to make a catch call in your area of coverage.
3. Move "outside-in" and prepare for a possible play anywhere on the bases.

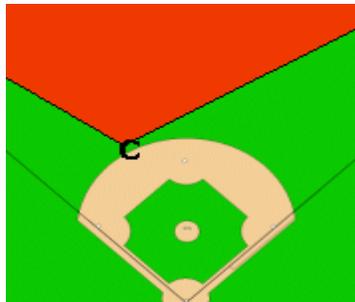
(fig.11)



1. Position yourself for an infield play.

Position "C" is the most difficult to master of all positions, and it just so happens to be the position we end up in most of the time in youth league. More often than not we see a play at first base while we're as far away from first as possible. It is important for us to know how to position ourselves when we are making this most difficult of calls. (see *fig. 11*) If there is a runner at second who is running with the hit, we are able to get around him to position "x" in *fig. 12*. If there is no runner at 2nd, we are able to move into position "y". And if there is a runner at second who doesn't move, we must take a few steps toward either position "z" and try to get the best angle we can depending on the location of the infield hit. However the play develops, be sure to make your best effort to gain an angle on the play. Get as close to 90 degrees as you can. Even if you can't possibly get close to the play, putting yourself in a good position is vital to getting the call right. And no one will think much of you if you stand flat footed and never move. When an infield play develops while you are at position "C", there are some guidelines to follow. And both you and your partner need to be on the same page here, so be sure to use onfield communication so misunderstandings do not occur. Anytime there is a play in the infield, the base umpire shall always call any plays at first and second. Additionally, the base umpire is responsible for when the first play goes to third and the batter-runner into third. Always watch out for tag-ups and missed bases at first and second too. As you can see, covering all the possibilities that you can face as a Little League base umpire requires tremendous hustle. Keep on your toes and never be lazy.

(fig.12)

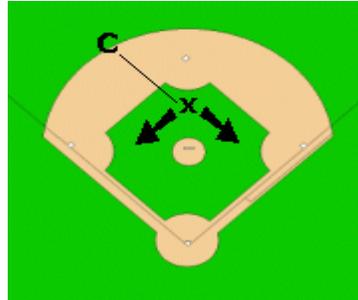


2. Turn around to make a catch call in your area of coverage.

While you are in position "C", your catch coverage consists of an area in the outfield shaped like a "V" (see *fig. 13*). The plate umpire will call catches in extreme left field and extreme right field moving toward the lines and any catches on the infield. It is vitally important that you communicate with your partner on flies hit near the borderline of the coverage area. If you are taking the catch call, just say to your

partner, "I've got the catch!" If the ball is hit into your coverage area, don't stray too far from your original position "C". Simply turn around, be still, and watch the glove for the catch. Then immediately prepare to move for a possible play at any base.

(fig.13)



3. Move "outside-in" and prepare for a possible play anywhere on the bases.

Just like in "A" and "B:", while in "C" we use the "outside-in" method of coverage. When the ball is on the ground in the outfield, or in the air outside your area of coverage, you need to immediately move onto the infield grass. From there you will watch the tag-up from any base on a fly ball and/or get ready for a possible play at first, second or third (see *fig. 14*). Additionally we must watch the runners touching their bases and for obstruction on the base paths.

Always be especially alert when crossing the basepaths. Runners and fielders alike are running around like crazy. Be certain that you will not collide with a player before you move. Little Leaguers are not the most predictable players in the sport, so we always must be extra careful. Your duties at position "C" do not end there. In addition to what we've listed above, you share in the responsibility with the plate umpire in calling "Time" and illegal pitch. Remember to call dead balls around the plate like a foul off the batter's person. And lastly, even in position "C", the plate umpire is required to check with you in the event he should call a "Ball" on a check swing and the defense asks for an appeal. If such a situation should occur, do not say anything until asked to do so by the plate umpire. If the plate umpire needs your help on a check swing, he will point to you and say, "Did he/she go?". And in a strong and confident voice you answer him, "Yes he/she did!" or "No he/she did not".

## **Base Coverage for Little League Two-Man System**

### **PLAYS**

**1. The plate umpire will make calls on any plays that occur on the first half of the first base line.**

**The plate umpire always covers up to the running lane. In addition, the plate umpire should call any running lane violations, and be ready to assist the base umpire (if asked) on swipe tags and pulled foot at first.**

**2. The plate umpire will never make calls on plays at first or second.**

**There are two exceptions.**

**(a.) With no runners on, if the base umpire runs into right field to cover a fly ball in his area of coverage, then the plate umpire must cover the batter-runner around the bases.**

**(b.) With runners on base and a fly ball hit toward the right field foul line, the plate umpire must move up the first base line for catch coverage and fair/foul call, telling his partner, "I've got the line". This means that the base umpire must cover all bases, except home plate**

**3. The plate umpire will make calls on plays at third and home.**

**There are exceptions to this.**

**(a.) The plate umpire will not make calls on the batter-runner at third.**

**(b.) The plate umpire will not call a play at third if it is the first play by an infielder.**

**(c.) The plate umpire does not make calls on plays at third if the ball is hit into the outfield and there are two outs.**

**(d.) With no runners on, if the base umpire runs into right field to cover a fly ball in his area of coverage, and the plate umpire has come up to take the batter-runner around the bases, the base umpire should rotate down and cover home plate for the remote possibility the batter-runner reaches there for a play.**

**When the ball is hit into the infield, the base umpire will cover third if it is the first play by an infielder. However, if the first play is to first or second and the next play is to third, the plate umpire will then cover third.**

**If there are two out and the ball is hit into the outfield the plate umpire must stay at home for a possible time play.**

**4. The base umpire will make all calls on the batter-runner in the last half of the first base line.**

**Although the plate umpire calls any running lane infractions, the base umpire has the responsibility for any tags in the running lane.**

**As stated above, the base umpire is always responsible for plays on the batter-runner, except of course at home.**

**5. The base umpire will always take the first play by an infielder. The first play on a ball hit into the infield will always be covered by the base umpire, no matter where the first play may be, except home plate.**

**6. The base umpire will always make calls on plays at first base and second base.**

**The only exception to this is with no runners on, and the base umpire runs into right field to cover a fly ball in his area of coverage, the plate umpire will come up and cover any plays on the batter-runner at first, second or third.**

**7. The base umpire will always cover attempted pick-off plays from the pitcher or the catcher.**

**No matter where the pick-off play may occur, it is the base umpire's call.**

**8. The base umpire will cover any plays at first, second or third during a stolen base or passed ball.**

**Should there be an overthrow on a steal at second base and the ball goes into center field, the plate umpire will cover the possible play at third.**

#### **TAG-UPS AND TOUCHED BASES**

**1. The plate umpire will always watch the tag-up at third and touched bases at third and home.**

**The only exception is when the base umpire is covering home after rotating from fly ball coverage in right field, then the touch of home is the base umpire's call.**

**2. The plate umpire will watch tag-ups at all bases when the base umpire has catch coverage in the "V".**

**When the base umpire is in position "B" or "C" an outfield fly is hit within the "V" (see [Position "B"](#) or [Position "C"](#)) then the plate umpire will watch tag-ups at all bases. It is not possible to see everything at the same time. Do your best to see what you can and concentrate on those runners who are closer to home plate.**

**3. The base umpire will watch all tag-ups and touched bases at first and second.**

**The exception to this is when the base umpire is in position "B" or "C" and he is turned around for catch coverage on a fly ball hit within the "V" - his area of coverage, then the plate umpire will watch all tag-ups.**

# **Umpiring the Two-Man System in Little League (60' base paths)**

## **Working the Plate Part 2**

### **Balls and Strikes Success**

Your success as an umpire will be measured by your ability to call balls and strikes consistently. You can be the best base umpire in the world and if you neglect the hard work and training it takes to call balls and strikes you can seriously undermine your movement up the officiating ladder. It is our hope that you will take the following information and put it to good use. The only way to succeed in this area is by being dedicated to improvement. The guidelines listed below are only the beginning. You must be diligent in your craft, strive to be the best you can be, train endlessly and never be satisfied with what you have attained. Working the plate with success is one of the biggest challenges we face as baseball umpires.

#### **The Basic Positions**

There are three major stances when working the plate - box, one-knee and scissors.

#### **One-Knee Stance**

One-knee is fine for working youth league, where players are small. But if you're looking to move up to calling higher level baseball we recommend you forget using the one-knee stance (unless you split your pants and then this stance becomes your best option to keep the fans behind home plate from seeing the color of your skivies).

#### **Scissors Stance**

The scissors stance is an advanced position. It requires top physical conditioning, vigilant training closely watched by an experienced trainer and years of hard work to use properly. We recommend that you do not start with the scissors stance. If, in the future, you wish to expand your knowledge and experiment with this stance it may be to your benefit. But for the purposes of training a new and inexperienced umpire we ask that you start off using the box stance. Once you understand the nuances of the box stance you are free to experiment. It can take a person years before mastering any one stance.

#### **The Box Stance**

The most widely used stance in umpiring is the box stance. We recommend you start your umpiring career using this stance. Of course there are advantages and disadvantages to all the stances. But it is our feeling that the box stance is the easiest to learn and most effective for a beginning umpire.

To find the box stance place your feet just past shoulder width apart. Then flex your knees as if sitting in a chair. Your back should be just slightly bent and your weight evenly distributed on both feet. You should feel well balanced and locked into position. Your head should be very steady and your nose pointed directly at the pitcher. Your head should be positioned above the catcher's head as though if you were to move forward you could rest your chin on top of the catcher's helmet.

Most of your success with the box stance will depend on a few important factors.

1. You must lock into the same position on every pitch. Any deviation will cause inconsistency in your zone.
2. You must keep your head as steady as possible. There should be no movement in your head whatsoever. Only your eyes will follow the pitched ball into the catcher's mitt.
3. You must only lock into position when the pitcher has committed to delivering the pitch. This will keep your legs from giving out by the 3rd inning. Fatigue can greatly diminish your consistency.
4. You should have a friend that can keep a watchful eye on you during your games to ensure that you are keeping your consistency with this stance. Allow him/her to take notes and critique your performance after each game.

### Positioning

There are two basic plate umpiring positions. You can set up directly behind the center of the catcher or you can work what is called "the slot". We recommend that you learn the slot. It seems it is the position of choice in higher level baseball. So we now will outline how to use your box stance in the slot position.

### The Slot

The slot is now the most widely accepted position for plate work in amateur and semi-pro baseball. If you have any hope of moving up the officiating ladder get to know the slot. The slot is your friend. The slot takes you out from behind the catcher and moves into a position between the catcher and the batter (otherwise known as the "daylight"). We'll be explaining the slot position while assuming a right handed batter.

First, move up to the area between the batter and the catcher and put your feet together. Move your left foot slightly forward and to the left about two to two and a half feet. Then move your right foot the same distance to the right, but not moving the foot forward at all. Your right foot should be pointing through the center of the catcher (but never encroaching on the

catcher's space). Your left foot should be slightly forward of the right foot in what is known as "heel-toe alignment.

Your feet should be apart a little less than twice the width of your shoulders. Turn your head and point your nose at the pitcher. The center of your body should be left of the left side of home plate. You have now found the slot.

From here, once the pitcher commits to delivering the pitch, you can crouch into your box stance. Remember to bend at the knees, you should feel like you are "sitting," your back should be slightly bent and you should "lock" into position. You can put your hands where they feel most comfortable but never place them behind your back. Some umpires recommend placing them in the "pits" of the knees. Others say the left hand should rest on the left knee and the right one should go behind the catcher. Others still, say you should place the left hand across the stomach and the right one behind the catcher or on the knee. Really it is up to you. Whatever you are most comfortable with is best. You are now working the slot.

Don't move your head. Watch the ball with your eyes. Follow it with your eyes from the pitcher's hand all the way into the catcher's mitt - but do not turn your head. It will take some practice for you to develop a consistent zone. The secrets are consistent mechanics, persistent training, hard work, dedication, accepting constructive criticism from trainers and evaluators, concentration, mental preparedness and practice. There are no overnight tricks.

### **Timing Your Calls**

Timing is vitally important to calling a consistent zone. This is another area of your plate work that cannot be sacrificed. Proper timing ensures you will see the ball all the way into the catcher's mitt, proper timing ensures that you will take a moment to think before making your call and proper timing will ensure that everyone on the field and in the stands is very clear on exactly what you called. Proper timing should be practiced just as often as all of your other plate work techniques.

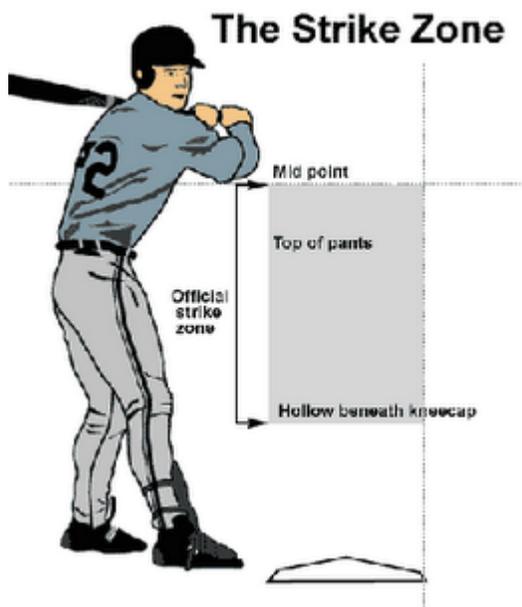
To have proper timing you should practice with a live pitcher and catcher. After taking your box stance in the slot position, watch the ball from the pitcher's hand all the way into the catcher's mitt. Now don't move from your stance and go over the pitch once in your mind. Visualize yourself making the call and then, still without moving from your stance, make your call in a loud clear voice. Call it aloud whether the pitch is a ball or a strike. It is imperative to proper timing that you verbalize the call regardless of what it is. If you get into a habit of verbally calling some pitches and not others you can really mess up your timing. This is to be avoided at all costs. Poor timing can throw your entire plate technique out the window.

If the pitch is a ball make no other movement and stay within your stance. This shows everyone (especially the defense) that you gave the pitch every chance to be a strike - that you did not "give up" on the pitch.

If the pitch is a strike then once you've verbalized it in a loud, clear voice you can rise from your stance and signal the strike. Avoid signalling and calling the pitch at the same time. Call the pitch while in your stance first and then rise from your stance and signal. This keeps you from developing bad habits with your timing. Exactly how you signal is up to you. Signalling a strike is one area where individualism in umpiring is apparent. Take a look at how some of your favorite umpires signal their calls. Just be sure not to be a showman. It may look good in Major League Baseball with 50,000 people in the stands and millions watching at home, but it is highly inappropriate in youth leagues. Little Johnny feels badly enough that he just struck out so please do not add insult to injury and punch him out like he's a big leaguer. A simple fist will do nicely.

### Knowing the strike zone

The strike zone is an imaginary box above home plate, and the umpire judges whether or not a baseball has entered it. The dimensions of the strike zone vary according to the batter's height and stance; "that area over home plate the upper limit of which is a horizontal line at the midpoint between the top of the shoulders and the top of the uniform pants (of the batter), and the lower level is a line at the hollow beneath the knee cap."



## UMPIRES, SO YOU THINK YOU KNOW BASEBALL?



**THIS QUIZ CONTAINS QUESTIONS REGARDING THE MOST FREQUENTLY MISINTERPRETED RULES. SEE IF YOU HAVE THE CORRECT RULING FOR THE FOLLOWING SITUATIONS**

- 1. ARE THE HANDS CONSIDERED PART OF THE BAT?**
- 2. IF A BATTED BALL HITS THE PLATE FIRST, IS IT A FOUL BALL?**
- 3. IS THE BALL ALWAYS IMMEDIATELY DEAD WHEN THE UMPIRE CALLS "BALK!"?**
- 4. IF A PITCH HITS THE GROUND, THEN HITS THE BATTER, AND THE BATTER DID NOT SWING; IS THE BATTER ENTITLED TO FIRST BASE?**
- 5. MUST THE BATTER TURN TO HIS RIGHT WHEN RETURNING TO FIRST BASE AFTER A SAFE HIT?**
- 6. WHEN A FIELDER THROWS THE BALL OUT-OF-PLAY, ARE THE RUNNERS AWARDED THE BASE THEY WERE GOING TO, PLUS ONE?**
- 7. AT ALL LEVELS OF PLAY; SENIOR, JUNIOR, & MAJOR, THE RUNNER MUST SLIDE IF THE DEFENSIVE PLAYER IS FIELDING THE BALL ON A CLOSE PLAY, OR HAS THE BALL. TRUE OR FALSE?**
- 8. IF A FIELDER IS BLOCKING THE BASE PATH BEFORE HE CATCHES A THROW, IS THIS ALWAYS INTERFERENCE?**
- 9. THE SHORTSTOP HAS THE BALL MUCH TOO FAR FROM THE RUNNER ADVANCING FROM SECOND BASE TO TAG HIM. THE RUNNER ZIG-ZAGS 6 FEET TO EACH SIDE OF THE BASE LINE AS HE RETREATS TO SECOND. IS HE OUT FOR RUNNING OUT OF THE BASELINE?**
- 10. AN OUTFIELDER MAKES A RUNNING CATCH, TAKES 4 STEPS AFTER CATCHING THE BALL, FALLS DOWN, ROLLS OVER AND STANDS UP, THEN DROPS THE BALL. IS THE BATTER OUT?**
- 11. WHEN THE INFIELD-FLY RULE IS IN EFFECT, IS THE BATTER AUTOMATICALLY OUT IF HE HITS A POP-FLY IN THE INFIELD?**

**12. IF THE UMPIRES DECLARE "INFIELD-FLY THE BATTER'S OUT" BUT THE FIELDER DROPS THE BALL, CAN THE RUNNERS ADVANCE?**

**13. IF THE BASE COACH SLAPS HANDS WITH A RUNNER AS HE PASSES WHILE THE BALL IS ALIVE, IS THE RUNNER OUT?**

**14. AS THE BATTER ROUNDS THIRD AFTER HITTING A HOME RUN, HIS TEAMMATES HUG HIM AND PAT HIM ON THE BACK AND SLAP HANDS. SHOULD THE BATTER BE CALLED OUT?**

**15. A RUNNER ADVANCES A BASE ON A PITCH THAT WAS TIPPED BY THE BATTER AND CAUGHT BY THE CATCHER. MUST THE RUNNER RETURN TO HIS ORIGINAL BASE?**

**16. IN LITTLE LEAGUE, MAY A COACH OR MANAGER WARM-UP THE PITCHER BEFORE THE GAME STARTS?**

**17. IN LITTLE LEAGUE, MUST THE CATCHER WEAR A CATCHERS HELMET DURING PREGAME INFIELD PRACTICE?**

**18. TWO OUT, RUNNERS ON FIRST AND SECOND BASE. BATTER HITS SINGLE, RUNNER ON SECOND SCORES, RUNNER ON FIRST BASE MISSED SECOND BUT REACHES THIRD. THE DEFENSE PROPERLY APPEALS THAT HE MISSED SECOND. DOES THE RUN WHICH SCORED COUNT?**

**19. ONE OUT, RUNNERS ON FIRST AND SECOND. BATTER HITS A POP FLY BETWEEN THIRD AND HOME, THE UMPIRE CALLS "INFIELD FLY IF FAIR", THE FIELDER UNDER THE BALL, LETS THE BALL STRIKE THE GROUND UNTOUCHED IN FOUL TERRITORY, THE BALL THEN THEN ROLLS INTO FAIR TERRITORY. THE UMPIRE RULES AN INFIELD FLY AND DECLARES THE BATTER OUT. RIGHT OR WRONG?**

**20. BASES FULL, TWO OUT, BATTER WALKS. CATCHER THROWS BALL TO FIRST BASEMAN, BALL GETS BY HIM INTO RIGHT FIELD. ALL RUNNERS ON BASE SCORE WITH THE BATTER REACHING SECOND. THE DEFENSE APPEALS THAT THE BATTER-RUNNER MISSED FIRST. THE UMPIRE AGREES AND CALLS HIM OUT. HOW MANY RUNS SCORE?**

**21. RUNNER GOES FAR OUT OF THE BASE LINE TO AVOID A FIELDER TRYING TO FIELD A FAIR BATTED BALL. UMPIRE DECLARES THE RUNNER OUT. RIGHT OR WRONG?**

**22. RUNNERS ON SECOND AND THIRD, TWO OUT, BATTER HITS A CLEAN DOUBLE AND IS THROWN OUT ATTEMPTING TO STRETCH HIT INTO A TRIPLE. HOWEVER, THE RUNNER WHO STARTED ON SECOND LEFT BEFORE THE BALL REACHED THE PLATE. HOW MANY RUNS COUNT? (LITTLE LEAGUE ONLY)**

23. RUNNER GOING FROM SECOND TO THIRD BUMPS INTO THE SHORTSTOP WHO WAS STANDING IN THE BASE PATH WITHOUT THE BALL. THE THIRD BASEMAN, WHO FIELDED THE BALL, COMES OVER AND TAGS THE RUNNER WITH THE BALL. IS THE RUNNER OUT?

24. A BATTER WITH TWO STRIKES IS HIT ON HIS FIST WHILE SWINGING AT THE PITCH. IS HE OUT, OR IS HE AWARDED FIRST BASE, OR IS IT A FOUL BALL.

25. THE PLAYER LISTED THIRD IN THE BATTING ORDER BATS WHEN THE NUMBER TWO BATTER SHOULD HAVE BEEN UP. HE GETS A DOUBLE. THE DEFENSE APPEALS THAT HE WAS THE WRONG BATTER. THE UMPIRE CALLS NUMBER TWO OUT AND PUTS NUMBER THREE BACK UP. IS THIS CORRECT?



HOW DID YOU DO? CONTINUE TO CHECK YOUR ANSWERS!





## UMPIRE QUIZ ANSWERS

**ANSWER TO #1: NO. SEE RULE 2.00 BALL, PERSON, TOUCH, STRIKE(E)(F). 6.08(B). IF THE BATTER IS HIT ANYWHERE ON HIS BODY, INCLUDING THE HANDS, IT IS A STRIKE IF HE IS SWINGING AT THE PITCH OR IS HIT IN THE STRIKE ZONE. HE GETS FIRST BASE IF HE DID NOT SWING AND ATTEMPTED TO AVOID THE PITCH. BEING HIT ON THE HANDS IS AN IMMEDIATE DEAD BALL, AND IS NEVER A FOUL BALL. IT IS A STRIKE. IF IT IS STRIKE THREE, THE BATTER IS OUT.**

**ANSWER TO #2: NO. THE PLATE IS IN FAIR TERRITORY AND IS TREATED THE SAME AS THE GROUND. RULE 2.00 FAIR, FOUL. IF IT SETTLES ON THE PLATE IT IS ALSO A FAIR BALL.**

**ANSWER TO #3: NO. IF THE PITCHER THROWS A PITCH OR THROWS TO A BASE AFTER THE CALL, THE BALL IS LIVE (DELAYED DEAD). AT THE END OF THE PLAY, THE BALK WILL BE ENFORCED OR IGNORED DEPENDING ON WHAT HAPPENED. RULE 8.05 PENALTY. IF ALL RUNNERS ADVANCE ON THE PLAY, THE BALK IS IGNORED. IF ANY RUNNER IS PUT OUT, OR DOES NOT ADVANCE ON THE PLAY, THE BALK IS ENFORCED FROM THE TIME OF THE BALK.**

**ANSWER TO #4: YES. A PITCH IS A BALL DELIVERED TO THE BATTER BY THE PITCHER. IT DOESN'T HAVE TO BE IN-FLIGHT TO BE A PITCH. THE BATTER CAN HIT A BALL OFF THE GROUND AND IT IS A LEGAL HIT. THE BALL IS DEAD WHEN IT HITS THE BATTER. THE BATTER IS AWARDED FIRST. RULE 2.00 PITCH, 5.09(A), 6.08(B).**

**ANSWER TO #5: NO. THE RUNNER IS OUT WHEN TAGGED, ONLY IF THE UMPIRE JUDGES THAT HE MADE AN ATTEMPT TO GO TO SECOND BASE AFTER HE REACHED FIRST. RULE 7.08(C) EXCEPTION AND 7.10(C). AN ATTEMPT IS A JUDGMENT CALL. USUALLY AN ATTEMPT IS JUDGED WHEN THE RUNNER TAKES A STEP TOWARD SECOND WITH THOUGHTS OF GOING AND LIFTS THE OTHER FOOT OFF THE GROUND AND MOVES IT TOWARD SECOND.**

**ANSWER TO #6: NO. IF THE WILD THROW IS THE FIRST PLAY BY AN INFIELDER, RUNNERS ARE AWARDED 2 BASES FROM THE BASES THEY HELD AT THE TIME OF THE PITCH. IF IT IS THE SECOND PLAY BY AN INFIELDER, OR ANY THROW FROM AN OUTFIELDER, IT IS 2 BASES FROM WHERE THEY WERE PHYSICALLY POSITIONED WHEN THE WILD THROW WAS RELEASED BY THE FIELDER. NOT FROM THE TIME IT WENT OUT-OF-PLAY. IT MAKES NO DIFFERENCE WHICH DIRECTION THEY WERE RUNNING AT THE TIME OF THE THROW. IF ALL RUNNERS HAVE ADVANCED AT LEAST ONE BASE BEFORE THE RELEASE OF THE WILD THROW THAT WAS THE FIRST BY AN INFIELDER, ALL RUNNERS ARE AWARDED 2 BASES FROM WHERE THEY WERE POSITIONED AT THE TIME OF THE RELEASE. RULE 7.05(G) & APPROVED RULING. IF THE PITCHER STEPS OFF THE RUBBER BEFORE MAKING A PICK-OFF ATTEMPT, HE IS CONSIDERED A FIELDER AND RUNNERS ARE AWARDED TWO BASES IF THE THROW GOES INTO DEAD BALL AREA.**

**ANSWER TO #7: FALSE. THERE IS NO MUST SLIDE RULE. THE RUNNER MUST SLIDE, OR ATTEMPT TO GET AROUND A FIELDER WHO HAS THE BALL WAITING TO MAKE A TAG. THE RUNNER MAY NEVER DELIBERATELY CRASH INTO THE DEFENDER, WITH OR WITHOUT THE BALL. HOWEVER, IF AN UNAVOIDABLE COLLISION OCCURS ON A CLOSE PLAY, THE RUNNER IS NOT OUT. IN AN ATTEMPT TO GET AROUND THE FIELDER, THE RUNNER MAY NOT GO MORE THAN THREE FEET FROM THE BASELINE. RULE 7.08(A)(3).**

**ANSWER TO #8: NO. FIRST, INTERFERENCE IS SOMETHING THE OFFENSE DOES ILLEGALLY. A FIELDER WHO DOES NOT HAVE THE BALL AND IS NOT IN THE ACT OF FIELDING, IS GUILTY OF OBSTRUCTION. IF THE THROW IS IN FLIGHT AND CLOSE TO THE FIELDER, HE HAS A RIGHT TO MOVE WHEREVER IT IS NECESSARY TO CATCH THE BALL. OTHERWISE, HE MUST GET OUT OF THE WAY. IT IS THE UMPIRE'S JUDGMENT AS TO WHETHER OR NOT THE FIELDER IS IN THE "ACT OF FIELDING". RULE 2.00 OBSTRUCTION. RULE 7.06(A)(B).**

**ANSWER TO #9: NO. RULE 7.08(A)(1) APPLIES AT THE TIME THE RUNNER MOVES OUT OF THE BASE LINE "TO AVOID A TAG", NOT BEFORE. ALSO, THE INTERPRETATION OF BASE LINE FOR PURPOSES OF THIS RULE IS THAT THE BASE LINE IS THE LINE FROM THE RUNNER TO THE BASE. NOT THE LINE BETWEEN THE BASES.**

**ANSWER TO #10: NO. THIS IS NOT A LEGAL CATCH. THE RELEASE OF THE BALL MUST BE VOLUNTARY AND INTENTIONAL. THE LENGTH OF TIME THE BALL IS HELD IS IRRELEVANT, UNLESS THE FIELDER HAS COMPLETE CONTROL OF HIS BODY AND THE UMPIRE JUDGES HE HAS COMPLETE CONTROL OF THE BALL. RULE 2.00 CATCH.**

**ANSWER TO #11: YES, IF THE BALL CAN BE CAUGHT WITH ORDINARY EFFORT. THIS IS A JUDGMENT CALL. IF THE UMPIRE BELIEVES IT REQUIRED MORE THAN ORDINARY EFFORT, THE BATTER IS NOT OUT. RULE 2.00 INFIELD-FLY. IT IS NOT AN INFIELD-FLY SIMPLY BECAUSE IT IS HIT WITHIN THE INFIELD. THE BALL MUST BE JUDGED TO BE ABLE TO BE CAUGHT WITH ORDINARY EFFORT. THE BALL MAY ALSO BE CAUGHT IN THE OUTFIELD AND STILL BE AN INFIELD-FLY, IF IT COULD BE CAUGHT WITH ORDINARY EFFORT BY A FIELDER WHO WAS STATIONED IN THE INFIELD AT THE TIME OF THE PITCH.**

**ANSWER TO #12: YES. THE BALL IS LIVE AND RUNNERS MAY ADVANCE AT THE RISK OF BEING PUT OUT. THE ONLY DIFFERENCE BETWEEN AN INFIELD-FLY AND AN OUTFIELD-FLY IS; THE BATTER IS OUT WHETHER THE BALL IS CAUGHT OR NOT. RUNNERS MAY TAG-UP AFTER A CATCH OR RUN IF NO-CATCH. SINCE THE BATTER IS OUT ALL FORCES ARE REMOVED. RULE 2.00 INFIELD-FLY.**

**ANSWER TO #13: NO. THIS IS A JUDGMENT CALL. IF THE BASE COACH, BY TOUCHING OR HOLDING THE RUNNER, PHYSICALLY ASSISTS THAT RUNNER IN RETURNING TO OR LEAVING THE BASE, THE RUNNER IS OUT. MERELY A HAND SLAP OR PAT ON THE BACK IS NOT GROUNDS FOR AN OUT. RULE 7.09(I).**

**ANSWER TO #14: NO. THE BALL IS DEAD AFTER THE BALL LEAVES THE FIELD AND ALL RUNNERS MAY ADVANCE WITHOUT LIABILITY TO BE PUT OUT. RULE 5.02, 7.09(A). IF ANY RUNNER MISSES A BASE, THAT RUNNER MAY BE PUT OUT ON APPEAL ONLY AFTER THE BALL IS PUT BACK IN PLAY. THE BALL IS PUT IN PLAY WHEN THE PITCHER HAS THE BALL WHILE STANDING ON THE RUBBER AND THE UMPIRE SAYS "PLAY."**

**ANSWER TO #15: NO. THE BALL IS LIVE ON A FOUL-TIP. IF THE TIP IS NOT CAUGHT IT IS A FOUL-BALL AND THE BALL IS DEAD. IF IT IS CAUGHT, IT IS A STRIKE AND THE BALL IS LIVE. RULE 2.00 FOUL-TIP. THIS APPLIES FOR STRIKE 1, 2 OR 3. IT IS NOT A FOUL-TIP BY DEFINITION, UNLESS IT IS CAUGHT. IF IT IS NOT CAUGHT, IT IS BY DEFINITION, A FOUL BALL.**

**ANSWER TO #16: NO. ADULTS MAY NOT WARM-UP ANY PLAYERS AT ANYTIME. RULE 3.09. THIS APPLIES TO ALL DIVISIONS OF LITTLE LEAGUE.**

**ANSWER TO #17: YES. RULE 1.17. THIS APPLIES TO ALL DIVISIONS; SENIOR, JUNIOR AND MAJOR.**

**ANSWER TO #18: NO. BECAUSE THE RUNNER STARTED AT FIRST THIS IS A FORCE-OUT. RULE 2.00 FORCE-PLAY, RULE 4.09(A) EXCEPTIONS: (2). NO RUN CAN SCORE IF THE THIRD OUT IS A FORCE-OUT.**

**ANSWER TO #19: RIGHT. THIS IS A FAIR BALL, THEREFORE IT IS AN INFIELD FLY. RULE 2.00 FAIR BALL, INFIELD FLY (NOTE:), 6.05(E).**

**ANSWER TO #20: NONE. RULE 4.09(A) EXCEPTIONS(1). NO RUN CAN SCORE IF THE BATTER IS PUT OUT BEFORE TOUCHING FIRST. RUNNERS MUST TOUCH ALL BASES INCLUDING THOSE THEY ARE AWARDED. IF THE RUNNER ATTEMPTS TO ADVANCE TO THE NEXT BASE, OR REACHES THE NEXT BASE, HE IS CONSIDERED TO HAVE "REACHED" THE BASE HE WAS AWARDED. IF HE DID NOT TOUCH THE BASE HE WAS AWARDED, HE IS LIABLE TO BE PUT OUT ON APPEAL.**

**ANSWER TO #21: WRONG. THE RUNNER MUST AVOID A FIELDER ATTEMPTING TO FIELD A BATTED BALL AND IS NOT OUT FOR RUNNING OUT OF THE BASE LINE. RULE 7.08(B) AND 7.09(L) MAKES HIM OUT IF HE DOES NOT AVOID THE FIELDER.**

**ANSWER TO #22: NONE. WHENEVER ANY RUNNER LEAVES EARLY, ALL RUNNERS ARE AFFECTED. WHEN THE PLAY IS OVER ALL RUNNERS ARE PUT BACK TO THEIR ORIGINAL BASES IF POSSIBLE. SINCE THE BATTER WAS PUT OUT, BASES WOULD BE AVAILABLE. SINCE HE WAS THE THIRD OUT THE RUNS DO NOT COUNT. RULE 7.13. (MAJOR & MINORS ONLY).**

**ANSWER TO #23: NO. THIS IS OBSTRUCTION. RULE 2.00, 7.06.**

**ANSWER TO #24: HE IS OUT. RULE 2.00 STRIKE(E), PERSON AND TOUCH. THE HANDS ARE NOT PART OF THE BAT. SEE ANSWER TO QUESTION #1 ABOVE.**

**ANSWER TO #25: YES. WHEN BATTING OUT OF ORDER OCCURS, THE PROPER BATTER IS OUT, HITS AND/OR ADVANCES THAT OCCUR WHEN THE IMPROPER BATTER BECOMES A RUNNER ARE NULLIFIED. THE NEXT BATTER UP IS THE SPOT FOLLOWING THE SPOT THAT WAS CALLED OUT. IN THIS CASE TWO IS OUT, THREE'S HIT IS NULLIFIED AND BECAUSE HE IS THE ONE AFTER THE PERSON CALLED OUT, HE BATS AGAIN. ANY ADVANCES BY RUNNERS WHILE THE IMPROPER BATTER IS AT BAT, SUCH AS STEALS, ARE LEGAL. IF THE BATTER WHO IS DUE TO BAT AFTER AN APPEAL IS MADE, IS ON BASE, YOU SKIP THAT SPOT AND THE FOLLOWING PLAYER BATS.**