

American Legion Baseball



Produced by the National Americanism Commission
P.O. Box 1055
Indianapolis, IN 46206

Ph# 317 630 1214

Fax# 317 630 1369

www.baseball.legion.org

Umpire's Manual

American Legion Umpires National Tournament Manual

INTRODUCTION

The National Americanism Commission of The American Legion as a supplement to Official Baseball Rules and the NCAA Baseball Rulebook developed this manual. It is intended as a source of information for umpires working state and national tournaments of American Legion Baseball. It's content is intended to promote uniformity in the application of playing rules.

The interpretations have been made to assure uniformity in the application of the playing rules during all tournaments.

Effective with the 2006 season, The American Legion shall sponsor both a Junior Legion program (17 & U) and a Senior Legion program (19 & U). Both programs shall use Official Baseball Rules with a few exceptions. Junior Legion Baseball shall use the National High School Federation Designated Hitter rule; pitching for the Junior program has also been reduced from 12 innings to 10 innings. The Junior program shall only play 7 innings and they will use a 10 run rule after 5 innings.

Junior American Legion Rules shall be indicated by using this alternate typeface in italic.

Umpires are encouraged to study this manual and treat it as an extension of the American Legion Handbook. They are also encouraged to copy and share any portion of the manual with other umpires.

James R. Quinlan, Program Coordinator
American Legion Baseball
P. O. Box 1055
Indianapolis, Indiana 46206

acy@legion.org (e-mail)
www.baseball.legion.org

The American Legion Baseball program is one of the many youth programs sponsored by The American Legion. As a group of wartime veterans, Legionnaires recognize the importance of community service and youth programs for the young people of this country to develop their leadership talents.

Each year, nearly 100,000 players on 5,400 teams are given the opportunity to learn leadership, teamwork and the importance of sportsmanship. Over eleven million dollars is raised each year by Legionnaires to assist these American Legion Baseball teams. Millions of dollars are also spent on other youth programs such as The American Legion Boys State, Jr. Shooting Sports (air rifle competitions), and The National High School Oratorical Contest as well as many college scholarships.

The American Legion is very proud of its Baseball program. Hundreds of thousands of players have earned college scholarships. Several thousand have had the opportunity to play baseball professionally. A more important figure is that over 10 million baseball players have played and enjoyed the game for the past seven decades, thanks to our American Legion volunteers.

CONTENTS

Section 1	
2002 American Legion Baseball Rules . . .	4
Section 2	
Official Rule Interpretations	9
Official Rule Reference Guide	
1. Equipment	
1.1 Protective Equipment	
1.2 Conduct of Players During Progress of Game	
1.3 Restriction of Pitchers Warming Up	
1.4 Ejection and Suspensions	
1.5 Player Charging the Pitcher's Mound	
1.6 On-Deck Batter	
1.7 Substance on Bat	
1.8 Batter's Position in Batter's Box	
1.9 Batter Stepping Out of Batter's Box	
1.10 Arguing Balls and Strikes	
1.11 Checked Swings	
1.12 Base Coach	
1.13 Coach Positioned Out of Coaching Box	
1.14 First Baseman Playing in Foul Territory	
1.15 Golf Gloves	
1.16 Wrist Bands; Jewelry	
1.17 Shoes	
1.18 Bats	
1.19 Catcher's Mitt	
1.20 Catcher's Mask	
1.21 Use of Tobacco Products	
2. Line-ups And Substitutions	
2.1 Batting Order Cards	
2.2 Errors in Batting Order	
2.3 Batting Out of Turn	
2.4 Designated Hitter	
2.5 Making Substitutions	
2.6 Multiple Substitutions	
2.7 Unannounced Substitutions	
2.8 Substitute for Injured or Disabled Player	
3. Appeals and Awards	
3.1 Play or Attempted Play	
3.2 Appeal Plays	
3.3 Runner Misses Home Plate	
3.4 Fielder Falling into Dugout or Stands	
3.5 Awarding Bases on Wild Throws	
3.6 Balls Deflected Out of Play	
3.7 Retouching Bases When Ball is Dead	
3.8 Award Made from Original Base after Catch	
3.9 Defense Must Appeal Original Base after Catch	
3.10 Runner Forced Home Allowed to Score after Third Out	
3.11 Abandoning Base Paths	
3.12 Passing a Preceding Runner	
3.13 Putting New Ball in Play after Home Run	
3.14 Putting Ball in Play after Ball is Dead	
4. Interference and Obstruction	
4.1 Offensive Interference	
4.2 Interference with Intervening Play	
4.3 Willful and Deliberate Interference	
4.4 Interference by Runner Already Out	
4.5 Batted Ball Striking the Runner	
4.6 Runner Interferes with Fielder While in Contact with Base	

4.7	Infield Fly Hits Runner on Base	6.6	Balk Mechanic
4.8	Infield Fly Hits Runner Not on Base	6.7	Penalty for Balk
4.9	Infield Fly Intentionally Dropped	6.8	Trips to the Mound by Manager or Coach
4.10	Catcher Interfered with Batter before Pitch	6.9	Pitcher Changing Positions
4.11	Back Swing Hits Catcher	6.10	Pitcher Ejected
4.12	Batter Interferes with Catcher's Throw Back to Pitcher	7.	Instructions to Umpires
4.13	Batter-Runner and Catcher Collide	7.1	Reporting Trouble
4.14	Three-foot Lane	7.2	Visitors in the Dressing Room
4.15	Thrown Bat Interferes with Fielder	7.3	Cooperation with the News Media
4.16	Batted Ball Strikes Helmet or Bat	7.4	Upon Arrival to City
4.17	Batted Ball Strikes Object in Foul Territory	7.5	Arrival at Ball Park
4.18	Thrown Ball Strikes Helmet or Bat	7.6	Baseballs
4.19	Ball Strikes Bird or Animal	7.7	At Home Plate Before a Game
4.20	Infielder Interferes with Course of Ball	7.8	Ground Rules
4.21	Obstruction	7.9	National Anthem
4.22	Obstruction Mechanic	7.10	Location of Grounds Keeper
4.23	Obstruction Plays - Approved Rulings	7.11	Profanity
5.	Progress of the Game	7.12	Fraternization
5.1	Turning on Lights	7.13	After a Ball Game
5.2	Rain Situations	7.14	Uniforms
5.3	Curfews	7.15	Tobacco
5.4	Suspended Games	7.16	Mustaches, Haircuts
5.5	Weather Taking Precedence	7.17	Rule Book
5.6	Line-Up Cards from Suspended Games	7.18	Attitude
6.	Pitching Regulations	Section 3	
6.1	Wind-up Position	The Umpire In Baseball	35
6.2	Intentionally Pitching at the Batter	Section 4	
6.3	Pitcher Possessing Foreign Substance	Umpire Positioning and Mechanics	49
6.4	Special Balk Regulations	Section 5	
6.5	Stepping to a Base	Tournament Reports and Instructions . . .	89

Section I

American Legion Baseball Rules

American Legion Baseball competition shall be played in accordance with rules adopted by the National Americanism Commission, The American Legion, 700 N. Pennsylvania St., Indianapolis, IN 46204. With a few exceptions, all department (state) and national tournament competition of American Legion Baseball will follow the Official Baseball Rules as authorized by the Commissioner of Major League Baseball and published by The Sporting News.

Modifications of these rules, as noted in Rule 1, generally pertain to matters of safety, equipment and insurance. They are made with the welfare of the players in mind. State rules may also be modified for regular season play if they do not conflict with national rules.

PLAYING REGULATIONS - RULE 1

A. Bat Rule. Wood, metal, ceramic, or graphite bats may be used.

1. Wooden bats are permitted under Official Baseball Rules as published by *The Sporting News*.
2. The maximum length is 36 inches and the maximum diameter is 2 5/8 inches.
3. The knob and end plug (if applicable) must be firmly attached.
4. A bat may not weigh, numerically, more than three units less than the length of the bat (e.g., a 34-inch-long bat cannot weigh less than 31 ounces).
5. A non-wood bat must have an approved, coded certification mark on the barrel of the bat signifying the bat is legal for NCAA competition.
6. For all games and practice use, all non-wood bats must have leather; rubber or taped grip securely attached to the bat handle.
7. Any bat that fails to meet these specifications or, in the umpire's judgement, has been altered to affect the distance factor or cause an unusual reaction on the baseball shall be removed from the game. The batter shall be declared out. Base runners shall not advance.

B. Blood Rule. If a player suffers from a laceration or other injury where blood is visible, the game shall be stopped at the earliest possible time and the athlete treated immediately. If the injury requires extensive treatment, a substitute shall replace the injured player. (Umpires are directed to give reasonable amount of time to allow injured player to be treated.) No re-entry is allowed.

C. Catcher's Equipment. Catchers are required to wear a safety helmet, throat protector and protective cup, in addition to normal catcher's equipment:

1. All catcher's masks must have built in or attachable throat guard. Umpires and tournament officials shall halt the game until this rule is complied with.
2. While warming up a pitcher, either in or out of the bullpen, a catcher must wear a mask. Any player who refuses to do so shall be ejected from the game.

D. Coaches. Only those players and coaches listed on the team's National Registration Form #1 or those approved by the National Tournament Director are permitted on the coaching lines. All coaches must be identified by the tournament officials prior to their participation.

E. Collision Rule. The intent of this rule is to encourage base runners and defensive players to avoid collisions whenever possible.

1. When there is a collision between a runner and a fielder who clearly is in possession of the ball, the umpire shall judge:
 - a. Whether the collision by the runner was avoidable (could the runner have reached the base without colliding) or unavoidable (the runner's path to the base was blocked)
 - or
 - b. Whether the runner was actually attempting to reach the base (plate) or was he attempting to dislodge the ball from the fielder.

PENALTY - If the runner, a) could have avoided the collision and reached the base, or b) attempted to dislodge the ball, the runner shall be declared out, even if the fielder loses possession of the ball. The ball is dead and all base runners shall return to the last base touched at the time of the interference.

Ruling 1: - If the fielder blocks the path of the base runner to the base (plate), the runner may make contact, slide into, or collide with a fielder as long as the runner is making a legitimate attempt to reach the base or plate.

Ruling 2: - If the collision by the runner was flagrant, the runner shall be declared out and ejected from the contest. The ball shall be declared dead.

Clarification

Ruling 2: If the defensive player blocks the base (plate) or base line without the ball, obstruction shall be called. The runner is safe and a delayed dead ball shall be called.

Ruling 3: - If the runner collides flagrantly, he shall be declared safe on the obstruction, but will be ejected from the contest. The ball is dead.

Clarification

Malicious Contact. Any player who, in the judgement of the umpire, maliciously runs into another player is automatically ejected and is declared out. The American Legion is concerned that some coaches may not have explained to their players that malicious contact is illegal. The majority of intentional collisions occur at home plate where the catcher is blocking the plate. Runners should be instructed to slide directly to the plate, or away from the catcher, to avoid making contact with the catcher, especially when the defender is in possession of the ball. Umpires have been instructed that, if there is any intentional and excessive force or if there is any intent to injure another player, the offending player shall be ejected from the game. The malicious contact penalty will be enforced whether committed by an offensive or defensive player. Any player ejected by an umpire is automatically removed from the Tournament, unless the Tournament Director reinstates that player.

F. Designated Hitter Rule. All **Senior** National Tournaments shall use the American League Designated Hitter Rule as published by *The Sporting News*.

All Junior Tournaments, regular and post season play, shall use the National High School Federation Designated Hitter Rule, with one exception, The American Legion does not permit re-entry into a game, therefore the DH may not re-enter into the game:

A hitter may be (not mandatory) designated for any one starting player (not just the pitcher) and all subsequent substitutes for the player in the game. A starting defensive player cannot be listed as the designated hitter in the starting lineup. A designated hitter for said player shall be selected prior to the start of the game, and his name shall be included on the line-up cards presented to the umpire-in-chief and to the official scorer. Failure to declare

a designated hitter prior to the game precludes the use of a designated hitter in the game. If a pinch hitter or pinch runner for the designated hitter is used that player becomes the new designated hitter. A designated hitter and the player for who he is batting are locked into the batting order. No multiple substitutions may be made that alter the batting rotation. The role of the designate hitter is terminated for the remainder of the game when:

- a. The defensive player, or any previous defensive player for who the designated hitter batted, subsequently bats, pinch-hits for the designated hitter; or*
- b. The designated hitter or any previous designated hitter assumes a defensive position.*

G. Force-Play Slide Rule. The intent of the force-play slide rule is to ensure the safety of the defensive player. **This is a safety rule as well as an interference rule.** Whether the defense could have completed the double play has no bearing on the applicability of this rule. This rule pertains to a force-play situation regardless of the number of outs.

1. On any force play, the runner must slide on the ground and in a direct line between the two bases.

Exception – A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder.

- a.** “On the ground” means either a head-first slide or a slide with one leg and buttock on the ground.
- b.** “Directly into a base” means the runner’s entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.

Clarification 1

If a runner goes into a base standing up and does not make contact or alter the play of the defensive player, interference shall not be called.

Clarification 2

If the runner goes into a base standing up and is safe or out, but makes contact with or alters the play of the defensive player, interference shall be called.

2. Contact with a fielder is legal and interference shall not be called if the runner:
 - a.** Makes a legal slide directly to the base, or
 - b.** Is on the ground at the time of contact and the fielder moves directly down the line between the two bases to attempt a play.
 - c.** Makes a legal slide and makes contact with a defensive player who is on or over, but not beyond the base.

Clarification

When the base runner slides beyond the base, but does not (1) make contact with, or (2) alter the play of the defensive player, interference shall not be called.

3. Actions by a runner are illegal and interference shall be called if:
 - a.** The runner slides or runs out of the base line in the direction of the fielder;
 - b.** The runner uses a rolling, cross-body or pop-up slide and either makes contact with or alters the play of a fielder;
 - c.** The runner’s raised leg makes contact higher than the fielder’s knee when in a standing position.
 - d.** The runner goes beyond the base and either makes contact with or alters the play of the fielder;

Clarification

“Beyond the base” means any part of the offensive player’s body makes contact with or alters the play of the fielder beyond the base.

- e. The runner slashes or kicks the fielder with either leg;
- f. The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.

PENALTY for a-f

1. With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and no other runner(s) shall advance.
2. With two outs, the interfering runner shall be declared out and not other runner(s) shall advance.
3. If the runner’s slide or collision is flagrant, the runner shall be ejected from the contest.

Clarification

If the bases are loaded with no outs, a double-play attempt is made, and interference is called, all other runners must return to their original bases.

Note: On a force play, with a two-man umpiring system, if the plate umpire does not have a potential play at the plate, he should move toward the base to observe the runner going into second or third base. In this situation, the base umpire must follow the throw and may not see the true effect of the lead runner’s action.

H. First Aid Kit Rule. Each team must have a first aid kit [with them in the dugout] at each game.

I. Games per day. No team shall be required to play more than two games in one day. Playing days will begin at 8:00 a.m., local time.

J. Helmets. All players are required to wear a double-flapped, ear-protective helmet while batting, running the bases, and while on deck.

1. Bat boys or girls must wear a double-flapped, ear-protective helmet while on the playing field.
2. All batting helmets must have the NOCSAE seal of approval stamped on the helmet, and such seal must be visible on the outside of the helmet.

Clarification

Any helmet that has a crack or the inside padding is worn or missing cannot be used and must be removed from the game.

K. Insurance Rule. Every American Legion Baseball team must purchase both group liability and accident insurance from The American Legion’s agent of record (S.A. Van Dyk, Inc.). Coverage must be purchased prior to registering with the Department Baseball Committee. Proof of such coverage must be submitted to the Department Baseball Committee at the time of registration. Violation of this rule will result in the disqualification from any further competition.

L. National Tournament Rules. The Americanism and Children & Youth Division may prescribe such rules for the playing of any national tournament as it considers necessary. Copies of those rules are available from the Tournament Director.

M. On Deck Equipment. Equipment permitted in the on deck area include bats, weighted and unweighted, and devices designed to attach to and remain part of the bat, such as weights and wind resistant foils. Sledge hammers, weighted pipes and other heavy items are not permitted. Devices deemed unsafe by the umpires and/or Tournament Director cannot be used.

N. Pitching. No player may pitch more than a total of 12 innings during any consecutive three-day period. No player may make more than four appearances as a pitcher during any consecutive three-day period. Penalty: Game shall be forfeited if protest is filed with the umpire in chief before the last out of the game.

1. Should a double or triple play cause a pitcher to exceed the permitted 12 innings in three consecutive days, that action in and of itself shall not be construed as a violation of this rule.
2. Any player may be removed from the pitching position and remain in the game at another position. However, a pitcher will be automatically removed when a coach makes two trips to the mound in the same inning and that player cannot return as a pitcher in that game. Penalty for violating this rule: Forfeiture of the game if a protest is filed with the umpire in chief before the last out of the game.

Clarification

For the purpose of this rule violation the official scorekeeper must record 12 and 1/3 innings.

3. Rule 1.F shall be used in all District, Area, Zone, State and National tournaments.

Junior Legion teams shall be limited to 10 innings of pitching during any consecutive three period and limited to three appearances as a pitcher during any consecutive three-day period. Rule N.2 and N.3 shall apply to both Junior and Senior Legion Teams. The same penalty shall apply to both Junior and Senior Legion Teams.

O. Tobacco Rule. The use of any form of tobacco by a player, coach, manager or umpire while on the playing field, benches, in the bullpen or dugouts is prohibited. Any individual violating this rule will be ejected from the game.

P. Ten (10)-Run Rule. Senior National Tournaments shall use a 10-run rule after seven innings, unless the home team is ahead by 10 runs or more runs after 6 1/2 innings at which time that game will be halted.

Junior Legion games shall use a 10-run rule after five innings, unless the home team is ahead by 10 runs or more runs after 4½ innings at which time that game will be halted.

Q. Uniforms. Players and coaches must be in uniforms of the same color and style when competing in Department (State) and National Tournaments.

1. Any player, coach or manager who does not have an American Legion Baseball insignia on either the left sleeve or left chest of his uniform shirt will be removed from the game.
2. The front of the uniform shirt may carry lettering that identifies the Post, Department, town, city, community or sponsor that the team represents. Such lettering must be acceptable to the sponsoring Department.

Section II

Official Rule Interpretations

1. Equipment

1.1 Protective Equipment:

All players shall wear a double ear-flap helmet while on deck, at bat and while a base runner.

Bat girls/boys, ball shaggers must wear double ear-flap helmet at all times while on the field.

Catchers are required, in addition to normal catcher's gear; to wear a safety helmet, protective cup and an attachable throat protector, if the catcher's mask does not have an extended throat protector. While warming up a pitcher, in or out of bull pen, a catcher must wear a mask.

1.2 Conduct of Players during Progress of Game:

During the progress of a game, all players of the team at bat must be on the bench except where they have some duty to perform as coaches, base runners, batter or on-deck batter.

Base runners retired before reaching first base or put out on the bases must return to the bench until the inning is ended.

Only players in uniform, coaches in uniform, managers, trainer, and bat girls/boys shall occupy a bench during the game. The only NON-UNIFORMED personnel allowed in dugout is trainer or a member of the sponsoring American Legion Post.

A substitute player who will enter the game at the end of the half inning or a pinch hitter who will enter the game as a defensive player will be permitted to warm up in the bullpen.

A pitcher who is already in the game may go back to warm up in the bullpen between innings provided he does not delay the game.

Players removed from the game (other than by the umpire) may warm up pitchers and may act as a base coach.

1.3 Restriction on Pitchers Warming Up:

Pitchers may not warm up on the mound prior to the start of the game. Each pitcher may take only his eight preparatory pitches on the mound.

After the first inning, pitchers will be limited to five warm-up pitches (90 seconds) between innings.

Following a rain delay, it is permissible for the pitcher of the defensive team to warm up on the mound. When the side is retired, the opposing pitcher will be granted extra time, if needed, to warm-up on the mound. Umpires are to use good common sense in situations of this nature.

1.4 Ejections and Suspensions:

When a manager, player, coach or trainer is ejected from a game, he shall leave the stadium immediately and take no further part in the game.

Any player, team manager or coach ejected by an umpire is suspended from tournament play unless reinstated by the Tournament Director at the tournament site.

1.5 Player Charging the Pitcher's Mound:

A member of the offensive team who charges the pitcher's mound will be automatically ejected from the game if he reaches the dirt portion of the mound.

Pitchers who are charged by a member of the offensive team and who remain on the dirt portion of the mound will be permitted to defend themselves without fear of being ejected.

Pitchers who are charged by a member of the offensive team and who leave the dirt portion of the mound to advance toward the charging offensive player will be ejected from the game. The member of the offensive team charging the pitcher in this instance will also be ejected from the game.

1.6 On-Deck Batter:

The next batter up must be in the on-deck circle, and is the only player who should be there (i.e., not more than one player at a time). This shall be strictly enforced. No other players of the side at bat will be permitted on the field except the batter, base runners and coaches. DO NOT allow batter to time a new pitcher. Move batter to on deck circle, and move on deck batter to dug out.

1.7 Substance on Bat:

The bat handle for not more than eighteen inches from its end may be covered or treated with any material or substance to improve the grip as listed in Official Rules 1.10 (c). Any non-authorized material or substance, which extends past the eighteen-inch limitation, shall cause the bat to be removed from the game.

NOTE: If the umpire discovers that the bat does not conform to this regulation until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out or ejected from the game.

Official Rule 6.06 (d) prohibits the use of "doctored" bats. The use of pine tar in itself shall not be considered doctoring the bat.

1.8 Batter's Position in a Batter's Box:

The lines defining the batter's box are considered within the batter's box. When the batter assumes his position in the batter's box, he shall have both feet completely within the batter's box; i.e., no part of either foot may extend beyond the lines defining the box when the batter assumes his position.

If a batter hits a ball (fair, foul or foul tip) with one or both feet on the ground entirely outside the batter's box, he shall be declared out.

1.9 Batter Stepping Out of Batter's Box:

Once a batter has taken his position in the batter's box, he shall not be permitted to step out of the batter's box in order to use resin or the pine tar rag unless there is a delay in the game action, or in the judgment of the umpires, weather conditions warrant an exception. This rule is to be strictly enforced.

If after the pitcher starts his windup or comes to a set position with a runner on, he does not go through with his pitch because the batter stepped out of the box, it shall not be called a balk. Both the pitcher and batter have violated a rule and the umpire shall call "Time" and both the batter and pitcher shall start over from "scratch."

If the pitcher delays once the batter is in the box and the umpire feels that the delay is not justified, he may allow the batter to step out of the box momentarily.

1.10 Arguing Balls and Strikes:

No manager, player or coach will be permitted to leave the bench (nor can the coach leave his position on the coaching lines) to question an umpire's decision on calling balls and strikes. For violation of this rule, the manager, player or coach will be removed from the game.

1.11 Checked Swings:

An appeal may be made when the umpire calls a pitch a ball on a checked swing. In such an instance the umpire shall make an immediate call but must appeal to the appropriate base umpire if requested by the defense. The plate umpire may — on his own volition — ask for help from the appropriate base umpire if in doubt on a checked swing.

1.12 Base Coach:

Do not begin an inning unless both base coaches of the offensive team have taken their position on the field.

1.13 Coach Positioned Out of Coaching Box:

It has been common practice for many years for some coaches to put one foot outside the coach's box or stand astride or otherwise be slightly outside the coaching box lines. The coach shall not be considered out of the box unless the opposing manager complains and then the umpire shall strictly enforce the rule and require all coaches (on both teams) to remain in the coach's box at all times.

1.14 First Baseman Playing in Foul Territory:

Do not insist on the first baseman playing with both feet in fair territory unless the offensive team protests. If they do, you must enforce the rule as written, but make sure it is enforced for both teams.

1.15 Golf Gloves:

No pitcher shall be allowed to wear a golf glove while pitching. Other defensive players may wear a golf glove on their glove hand, but they shall not rub the ball with the golf glove on their hand.

1.16 Wrist Bands; Jewelry:

Players will not wear white wristbands while at bat or in the field. Players, especially pitchers, will not be allowed to wear distracting jewelry of any kind.

Players with medical alert tags will be allowed to wear the medical alert tags, but the tags must be taped to the body in a manner and placed so they can be easily read and not a safety hazard.

1.17 Shoes:

Players shall not wear shoes with pointed spikes similar to golf or track shoes. Excessive or distracting flaps on shoes, particularly those on pitchers, will not be allowed. Players may not call time out to change shoes upon becoming a base runner.

1.18 Bats:

Wood, metal, ceramic, or graphite bats may be used.

1. Wooden bats are permitted under Official Baseball Rules as published by *The Sporting News*.

2. The maximum length is 36 inches and the maximum diameter is 2 5/8 inches.
3. The knob and end plug (if applicable) must be firmly attached.
4. A bat may not weigh, numerically, more than three units less than the length of the bat (e.g., a 34-inch-long bat cannot weigh less than 31 ounces).
5. A non-wood bat must have an approved, coded certification mark on the barrel of the bat signifying the bat is legal for NCAA competition.
6. For all games and practice use, all non-wood bats must have leather, rubber or taped grip securely attached to the bat handle.
7. Any bat that fails to meet these specifications or, in the umpire's judgment, has been altered to affect the distance factor or cause an unusual reaction on the baseball shall be removed from the game. The batter shall be declared out. Base runners shall not advance.

1.19 Catcher's Mitt:

The catcher may use a mitt with a vinyl fluorescent piece attached.

1.20 Catcher's Mask:

An attachable throat protector on catcher's mask is mandatory if the catcher's mask does not have a manufactured extended throat protector. While warming up a pitcher in or out of the bullpen, a "catcher" must wear a mask. Any player refusing to do so will not be permitted to continue play.

1.21 Use of Tobacco Products:

No tobacco products of any type (which shall include cigarettes, cigars, pipe tobacco, and smokeless tobacco) shall be used by any participant of the game, this includes pre-game warm-up. This includes players, managers, coaches and umpires. The National Americanism Commission has also banned any similar products in appearance to tobacco. (Tobacco look-alike products.)

2. Line-Ups And Substitutions

2.1 Batting Order Cards:

The home Team Manager, coach or representative must first deliver his batting order, in duplicate as furnished by the National Office, to the umpire in chief. As soon as this batting order is delivered, the umpires are in charge of the playing field and, from that moment, they shall have sole authority to determine when a game is to be suspended due to weather conditions or the conditions of the playing field.

Next, the visiting manager, coach or representative shall deliver his batting order in duplicate form as furnished by the National Office, to the umpire in chief. The visiting club manager or representative does not have the right to examine the home club's batting order until he has given the plate umpire his batting order.

The umpire in chief shall then make certain that the original and copies of the representative batting orders are identical and that there are no obvious errors in either batting order. After he has determined that the copies are identical and that there are no obvious errors, he shall hand each manager copies of the batting orders. The umpire shall retain the original of each team's batting order and these shall be considered official.

If either manager takes out a player after receiving his copy of the batting order, the player cannot thereafter appear in that game.

2.2 Errors in Batting Order:

Obvious errors in the batting order which are noticed by the umpire in chief before he calls "Play" for the start of the game should be called to the attention of the manager of the team in error so the correction can be made before the game starts. For example, if a manager has inadvertently listed only eight (8) players in the batting order or has listed two (2) players with the same last name but without an identifying initial and the errors are noticed by the umpire before he calls "Play," he shall cause such error or errors to be corrected before he calls "Play" to start the game. Teams should not be "trapped" later by some mistake that obviously was inadvertently made and which can be corrected before the game starts.

2.3 Batting Out of Turn:

In batting out of order situations, there are two fundamentals to keep in mind:

1. When a player bats out of turn, the proper batter is the player called out.
2. When an improper batter becomes a runner or is put out and a pitch is made to the next batter of either team (or a play or attempted play is made) before an appeal is made, the improper batter is thereby legalized and the results of his time at bat become legal. The batting order then picks up with the name following the legalized batter.

Any advance or outs made because of an improper batter becoming a runner would be nullified if the defensive team appears at the proper time. (Outs made because of a pick-off or out attempting to steal while the improper batter is at bat are legal.) Play is to revert back to the position of the runners at the time the improper batter took his position in the batter's box (with the exception of advances covered in the Note of Official Rule 6.07 (b) or outs made on a pick-off or steal play while the improper batter is at bat).

Examples:

1. Runner on first and third. Charles bats in place of Baker. Charles grounds to short; runner forced at second; Charles beats relay to first; runner on third scores. An appeal is made.

Ruling: Baker is declared out. Runners return to first and third. Charles is next batter.

2. Runners on first and third, Charles bats in place of Baker. Charles grounds to short; runner forced at second; Charles out at first for double play, runner on third scores. An appeal is made.

Ruling: Baker is declared out. Runners return to first and third. Charles is next batter.

2.4 Designated Hitter:

Senior program will use American League Designated Hitter Rule.

Junior program will use High School Federation Designated Hitter Rule.

Senior Rule: The designated hitter listed in the starting lineup must complete at least one time at bat (is put out or becomes a base runner) unless the opposing club changes pitchers.

Once the game pitcher bats for the designated hitter, this move shall terminate the designated hitter's role for the remainder of the game. (The only person the game pitcher may pinch hit for is the designated hitter.) If a designated hitter assumes a defensive position, this move shall terminate the designated hitter's role for the remainder of the game. Since the DH is "locked" into the batting order, the designated hitter must continue to bat in that slot. The pitcher must then bat in place of the substituted defen-

sive player (unless more than one defensive substitution is made, and then the manager must designate their spots in the batting order to the umpire).

If a game pitcher is switched from the mound to a defensive position, this move shall terminate the designated hitter's role for the remainder of the game. The pitcher just removed from the mound may bat in the DH spot in the batting order; or, if more than one defensive change is made, the pitcher may bat in place of any one of the substituted players (manager shall designate to the umpire).

It is permissible for both the designated hitter and the game pitcher to go into the field at the same time (i.e. the game pitcher switches from the mound to a defensive position and the DH goes into the field). Such a move will terminate the designated hitter role for the remainder of that game. Since the DH is "locked" in the batting order, the designated hitter must continue to bat in that slot. The pitcher then bats in place of any one of the substituted defensive players (manager shall designate to the umpire).

If a defensive player goes to the mound (i.e. replaces the game pitcher), this move shall terminate the designated hitter's role for the remainder of the game.

The designated hitter may not serve as a pinch runner.

A substitute for the designated hitter need not be announced until it is the designated hitter's turn to bat.

The designated hitter may not sit in the bullpen unless he is serving as a catcher in the bullpen.

Junior Rule: All Junior games, regular and post season play, shall use the National High School Federation Designated Hitter Rule, with one exception, The American Legion does not permit re-entry into a game, therefore the DH may not re-enter into the game:

A hitter may be (not mandatory) designated for any one starting player (not just the pitcher) and all subsequent substitutes for the player in the game. A starting defensive player cannot be listed as the designated hitter in the starting lineup. A designated hitter for said player shall be selected prior to the start of the game, and his name shall be included on the line-up cards presented to the umpire-in-chief and to the official scorer. Failure to declare a designated hitter prior to the game precludes the use of a designated hitter in the game. If a pinch hitter or pinch runner for the designated hitter is used that player becomes the new designated hitter. A designated hitter and the player for who he is batting are locked into the batting order. No multiple substitutions may be made that alter the batting rotation. The role of the designate hitter is terminated for the remainder of the game when:

- a. The defensive player, or any previous defensive player for who the designated hitter batted, subsequently bats, pinch-hits for the designated hitter; or*
- b. The designated hitter or any previous designated hitter assumes a defensive position.*

2.5 Making Substitutions:

The American Legion does not permit reentry, during a National Tournament, for any player substituted under the "Blood Rule." Umpires are requested to read **American Legion Baseball Rule 1.B** - Playing Rules at the beginning of this manual.

A player or players may be substituted during a game at any time the ball is dead.

The manager shall immediately notify the umpire in chief of any substitution and shall state to the umpire in chief the substitute's place in the batting order.

A substitution is completed and the player considered as having entered the game when the manager notifies the umpire in chief of such substitution. If no such notification is given or if after notification or announcement is made, the player shall be

considered as having entered the game when:

1. If a pitcher, he takes his place on the pitcher's rubber prior to delivering a pitch (preparatory or otherwise);
2. If a batter, he takes his place in the batter's box;
3. If a fielder, he reaches the position usually occupied by the fielder he has replaced and play commences.
4. If a runner, he takes the place of the runner he has replaced.

When the manager of a substitution informs the umpire in chief, he is to make the change on his lineup card. Then he is to point out the substitution to the press box by first holding his hand up to the press box and then pointing to the substitute player's position on the field. The opposing manager should also be informed of the substitution. Do not point out the substitution until AFTER making the change on the lineup card.

2.6 Multiple Substitutions:

When two or more substitute players of the defensive team enter the game at the same time, the manager shall immediately before they take their positions as fielders, designate to the umpire in chief such player's positions in the team's batting order and the umpire in chief shall so notify the official scorer. If this information is not immediately given to the umpire in chief, he shall have authority to designate the substitutes' place in the batting order.

In making two or more defensive substitutions at the same time, the manager must advise, at the same moment, the umpire in chief of the names of the substitutes, their defensive positions, and in what place each will hit in the batting order. The manager cannot give notice of one of the substitutions, leave the umpire and come back to the umpire in chief and locate the other player in the lineup. In case the manager fails or refuses to make a decision, the umpire in chief is authorized to decide the necessary batting order changes and his decision is final. Just as soon as the substitutes are legal, this information must be announced to the press box, announcements made over the P.A. system and the opposing manager should be informed.

If a manager wishes to change pitchers along with one or more defensive players (intending to interchange the batting order), he must inform the umpire before calling in the new pitcher. Motioning to the bullpen is to be considered an official substitution for the new pitcher.

It is not permissible for the manager to go to the mound, call for the new pitcher, and then inform the umpire of the multiple substitutions with the intention of interchanging the batting order. The umpire in chief must be informed of the multiple substitutions before the manager calls for a new pitcher (if the manager wishes to interchange the batting order).

If two or more defensive substitutions are made at the same time, make certain that the press box is clearly informed as to the substitutes' positions in the batting order. This should be done using the "flip-flop" signal and the "straight up" signal to the press box after pointing out the substitutions. Sometimes the umpire may have to verbally and visually announce to the press box what position a particular substitute is batting in. For example, if several substitutions have been made, the umpire may have to announce to the press box, "New pitcher is batting fifth," while holding up five fingers to the press box after pointing to the pitcher. Once again, also make certain that the opposing manager is always informed of multiple substitutions and is given the proper batting position of each substitution.

2.7 Unannounced substitutes:

If a player's name appears in the original batting order and, before he appears at bat, another player takes this player's position on the field or at bat and no notification is made to the umpire, the player shall be considered as entering the game only as a substitute player. This is not a batting out of order situation where the opposing manager could protest later in the game. As provided in Official Rule 3.08 (b), any play or any hit by such unannounced substitute would be legal.

2.8 Substitute for Injured or Disabled Player:

Any player (other than a pitcher) who is substituted for an injured or DISABLED player shall be allowed five warm-up throws. (See Official Rule 8.03 for pitchers.)

3. Appeals and Awards

3.1 Play or Attempted Play:

A key phrase in both awarding of bases (Official Rule 7.05 (g)) and in appeal plays (Official Rule 7.10) is "play or attempted play." Note the following interpretation:

A play or attempted play (Official Rule 7.05 (g) and 7.10) shall be interpreted as a legitimate effort by a defensive player who has possession of the ball to actually retire a runner. This may include an actual attempt to tag a runner, a fielder running toward a base with the ball in an attempt to force or tag a runner, or actually throwing to another defensive player in an attempt to retire a runner. A fake or a feint to throw shall not be deemed a play or an attempted play. (The fact that the runner is not out is not relevant.)

Example:

A play or attempted play:

1. Runners on first and second, ground ball to the shortstop who makes a swipe at the runner from second but misses and then throws beyond first into the stands. The swipe by the shortstop is an attempted play, even though unsuccessful. The throw to first is not the first play by an infielder and thus the runner should be placed from the time of the throw. The runner who was on second base would score, the runner on first would go to third, and the batter-runner would be placed at second.
2. Runner is on first and a ground ball is hit to the second baseman who flips the ball to short to get the runner from first base but who is safe. Shortstop throws beyond first base into the stands. The flip by the second baseman to the shortstop is an attempted play, even though unsuccessful. Ruling: The throw to first is not the first play by an infielder and thus the runner should be placed from the time of the throw. Runner who was on first base would score and the batter-runner would be placed at second base.

Not a play or attempted play:s

1. A fake or a feint to base but not actually throwing, even though the fielder draws his arm back to feint a throw.
2. A pitcher feinting a throw, toward a base, to hold or check a runner's progress in order to complete an appeal play at another base.
3. Runner is on first base, a ground ball is hit to the shortstop who starts to flip the ball to the second baseman but doesn't and throws the ball beyond first base

and out of play. Ruling: The feint to the second baseman is not considered a play or an attempted play and award of bases is from the time of the pitch.

4. Runners on first and third bases, the runner on first base is stealing as a ground ball is hit to the shortstop. The shortstop feints a throw home but does not throw — instead throws to first base and into the stands; during this the runner from first base has rounded second base.

Ruling: The feint by the shortstop toward home is not considered a play or an attempted play; thus his throw beyond first base is the first play by an infielder and awards should be made from the time of the pitch.

3.2 Appeal Plays:

Keep the following points in mind regarding appeal plays:

1. Any appeal under Official Rule 7.10 must be made before the next pitch or any play or attempted play. See Section 3.1 of this manual, “Play or Attempted Play.”
2. If a pitcher balks when making an appeal, such act shall be considered a play. No further appeal will be allowed.
3. If the pitcher or any member of the defensive team throws the ball out of play when making an appeal, such act shall be considered an attempted play. No further appeal will be allowed.
4. If the violation occurs during a play which ends a half-inning, the appeal must be made before the defensive team leaves the field (pitcher and all infielders have crossed the foul lines).
5. An appeal play is not to be interpreted as a play or an attempted play.
6. An appeal should be clearly intended as an appeal, either by a verbal request by the pitcher or an act that unmistakably indicates an appeal to the umpire.

3.3 Runner Misses Home Plate:

Should a runner in scoring fail to touch home plate and continue on his way to the bench, he may be put out by the fielder touching home plate and appealing to the umpire for a decision. However, this rule applies only where a runner is on his way to the bench and the catcher would be required to chase him. It does not apply to the ordinary play where the runner misses the plate and then immediately makes an effort to touch the plate before being tagged. In that case, the runner must be tagged.

On a play at the plate, should the runner miss home plate and the fielder miss the tag on the runner, the umpire shall make no signal on the play. As outlined in the previous paragraph, the runner must then be tagged if he attempts to return to the plate; if he continues on his way to the bench, the defense may make an appeal.

3.4 Fielder Falling into Dugout or Stands:

If a fielder, after catching a fly ball, falls down in the dugout or falls into a dugout, bench, or stand at any point while in possession of the ball, the base runner(s) shall be entitled to advance one base and the ball shall be dead.

3.5 Awarding Bases on Wild Throws:

See Official Rule 7.05 (g) regarding awarding of bases on balls that are thrown out of play. In making such awards, keep the following in mind:

1. If a throw is the first play by an infielder and the batter-runner has not reached first base when the throw was made, award all runners from time of pitch.

2. If a throw is the first play by an infielder and all runners including batter-runner have advanced a base when the throw was made, award all runners from time of throw.

3. If a throw is not the first play by an infielder or a throw is made by outfielder, award all runners from time of throw.

The Approved Ruling of Official Rule 7.05 (g) provides that when the first throw is by an infielder after runners and batter have advanced one base, then runners are awarded two bases from their position when the throw was made. (See Item 2 above.) This can happen on a high fly that an infielder goes back to catch but drops the ball during which time the batter and runners have clearly advanced one base, than in an attempt to put out the batter-runner after he has passed first base, he throws the ball into the stands. While it is the first throw by an infielder, the runners, including the batter-runner, have advanced one base before the throw and accordingly are awarded two bases from the base they last touched when the throw was made. Before awarding two bases from the base last touched by the runner, the umpire must judge that all runners have definitely advanced to the next base before the throw was made.

The term “when the wild throw was made” means when the throw actually left the player’s hand and not when the thrown ball hit the ground, passed a receiving fielder or went out of play into the stands.

3.6 Balls Deflected Out of Play:

If a pitched ball deflects off the catcher and goes directly out of play, the award is one base from the time of the pitch.

If a ball thrown by the pitcher while in contact with the rubber deflects off a fielder and goes directly out of play, the award is one base from the time of the throw.

If a pitched ball goes through or by the catcher and remains on the playing field and is subsequently kicked or deflected out of play, the award is two bases from the time of the pitch.

If a ball thrown by the pitcher while in contact with the rubber goes through or by a fielder and remains on the playing field and is subsequently kicked or deflected out of play, the award is two bases from the time of the throw.

If a thrown ball deflects off a fielder and goes directly out of play, the award is two bases from the time of the pitch if it is the first play by an infielder; otherwise, the award is two bases from the time of the throw. (See Section 3.5 of this manual, “Awarding Bases on Wild Throws.”)

If a thrown ball goes through or by a fielder and remains on the playing field and is subsequently kicked or deflected out of play, the award is two bases from the time of the throw.

If a fair fly ball is deflected in flight by a fielder and then goes out of the playing field in flight over fair territory, it is a home run.

If a fair ball is deflected in flight by a fielder and then goes outside the foul lines, the award is two bases from the time of the pitch.

If a fair ball not in flight is deflected by a fielder and then goes out of play, the award is two bases from the time of the pitch.

If a fielder has complete possession of a batted or thrown ball and subsequently deflects or kicks the ball out of play, the award is two bases from the position of the runners at the time the ball was kicked or deflected.

If a fielder has complete possession of a batted or thrown ball and drops the ball while he is out of play, or if he drops such a ball and it then goes out of play, the award is two bases from the position of the runners at the time the ball was dropped.

If, in the judgment of the umpires, a fielder intentionally kicks or deflects a batted or thrown ball out of play, the award is two bases from the time the ball was kicked or deflected.

3.7 Retouching Bases when Ball is Dead:

When the ball is dead, no runner may return to touch a missed base or one he has left too soon after he has advanced to and touched a base beyond the missed base.

A runner may return to a missed base (or one he has left too soon) when the ball is dead if he has not touched the next bag.

A runner may, of course, return to any missed base (or one he has left too soon) while the ball is in play unless a following runner has scored.

Examples:

1. Batter hits a ball out of the park or a ground rule double and misses first base (ball is dead) — he may return to first base to correct his mistake before he touches second; but if he touches second, he may not return to first and, if the defensive team appeals, he is declared out at first base.
2. Batter hits ball to the shortstop who throws wild into the stands (ball is dead) — batter-runner misses first base but is awarded second base on the overthrow. Even though the umpire has awarded the runner second base on the overthrow, the runner must touch first base before he proceeds to second base.
3. Batter hits a single to right field and misses first base in rounding it. Right fielder makes quick throw to first baseman in an attempt to pick-off batter-runner before he can return to first base. However, his throw is wild and goes into the dugout.

Ruling: Batter-runner is awarded third base. However, he must return to and touch first base before he touches second. While the ball is dead, he may return to first base to correct his mistake before he touches second; but if he touches second, he may not return to first and, if the defensive team appeals, he is declared out at first.

3.8 Award made from Original Base after Catch:

If a runner is forced to return to a base after a catch, he must retouch his original base even though, because of some ground rule or other rule, he is awarded additional bases. He may retouch while the ball is dead and the award is made from his original base.

Examples:

1. Runner is on first, one out. Hit and run. Batter hits a line drive to the shortstop who catches the ball for the second out. Shortstop's throw to first is wild and goes into the stands. Runner originally on first is between first and second when the wild throw is made.

Ruling: Runner originally on first is awarded third. However, while the ball is dead, he must return to and retouch first base before he touches second on his way to third. If he touches second, he may not return to first and, if the defensive team appeals, he is declared out at first.

2. Runner is on first, one out. Batter flies out to right field for the second out. However, the runner on first thought there were two outs and is between second and third when the ball is caught. Right fielder's throw to first is wild and goes into

the dugout. Runner is between second and third when the wild throw is made.

Ruling: Runner is awarded third (two bases from his original base). However, while the ball is dead, he must return to and retouch the first base. Furthermore, since he was between second and third when the ball went out of play, he must return to first before he reaches and touches third (the next base). If he touches third he may not return to first and, if the defensive team appeals, he is out at first.

3.9 Defense must appeal Original Base after Catch:

When a runner misses a base and a fielder holds the ball on the missed base or on the base originally occupied by the runner if a fly ball is caught and appeals for the umpire's decision, the runner is out when the umpire sustains the appeal.

Play: Runner is on first, batter hits the ball far into the outfield and runner races for third. Catch is made and the outfielder throws the ball to shortstop who steps on second base asking umpire to rule an out. This is an improper play by the shortstop as the runner may be called out only by being tagged or first base being touched before the runner reaches first base.

3.10 Runner Forced Home allowed to score after Third Out:

A runner forced to advance without liability to be put out may advance past the base to which he is entitled only at his peril. If such a runner, forced to advance, is put out for the third out before a preceding runner, also forced to advance, touches home plate, the run shall score.

Play: Two outs, bases full, batter walks, but runner from second is overzealous and runs past third base toward home and is tagged out on a throw by the catcher. Even though two are out, the run would score on the theory that the run was forced home by the base on balls and that all the runners needed to do was proceed and touch the next base.

3.11 Abandoning Base Paths:

Any runner, after reaching first base, who leaves the baseline heading for his dugout or his position believing that there is no further play may be declared out if the umpire judges the act of the runner to be considered abandoning his efforts to run the bases. Even though an out is called, the ball remains in play in regard to any other runner.

This rule also covers the following and similar plays: Less than two outs; score tied, last of ninth inning; runner on first; batter hits a ball out of the park for the winning run; runner on first passes second and, thinking the home run automatically wins the game, cuts across the diamond toward his bench as batter-runner circles bases. In this case, the base runner would be called out for abandoning his effort to touch the next base and the batter-runner permitted to continue around bases to make his home run valid. If there are two outs, the home run would not count. (See Official Rule 7.12.) This is not an appeal play.

Play: Bases loaded, two outs, visiting team ahead by three runs in bottom of the ninth inning. Batter hits a home run out of the ballpark, Runner on first, thinking the home run automatically wins the game, leaves the baseline and heads toward the dugout. He is declared out before the runner from third reaches home plate. Other runners continue around the bases and eventually touch home.

Ruling: No runs score; this is a time play. Visiting team wins by three runs.

3.12 Passing a Preceding Runner:

Any runner is out when he passes a preceding runner before such runner is out.

Play: Bases loaded, two outs. Batter hits a home run out of the ballpark but passes runner on first before runner on third reaches the plate. All runners continue around the bases and touch home.

Ruling: No runs score; this is a time play.

3.13 Putting New Ball in Play after Home Run:

After a home run is hit out of the playing field, the umpire shall not deliver a new ball to the pitcher or the catcher until the batter hitting the home run has crossed the plate.

3.14 Putting Ball in Play after Ball is Dead:

After the ball is dead, the plate umpire shall resume play by calling "Play" (pointing to the pitcher) as soon as the pitcher takes his place on the rubber with the ball in his possession and the batter has taken his position in the batter's box.

4. Interference and Obstruction

4.1 Offensive Interference:

Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. More specifically, if a runner fails to avoid a fielder who is attempting to field a batted ball or, if a runner hinders a fielder attempting to make a play on a batted ball, the runner shall be called out for interference.

Note that, under the Official Rules, a fielder is protected while he is in the act of fielding a batted ball. In addition, note that a fielder is also protected while he is in the act of making a play after he has fielded a batted ball. If a runner hinders or impedes a fielder after he has fielded a batted ball but before he is able to throw the ball, the runner shall be called out for interference. Furthermore, a runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not.

If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference unless otherwise provided by the Official Rules.

4.2 Interference with Intervening Play:

Play: Play at the plate on a runner attempting to score; runner is called safe. A following play is made on the batter-runner, and he is called out for interference outside the three-foot lane.

Ruling: With less than two outs, the run scores and the batter-runner is out. With two outs, the run does not count. The reasoning is that an intervening play occurred before the interference. Runners would return to the base last legally touched at the time of the interference. However, with two outs, the runner reached home on a play in which the batter-runner was out before he reached first base.

4.3 Willful and Deliberate Interference:

Tournament Umpires are instructed to read The American Legion Slide Rule 1.E & 1.G at the beginning of this manual concerning interference and obstruction involving runners sliding into a base. The American Legion adopted the NCAA slide rule.

Rules 7.09 (g) and 7.09 (h) were inserted in the Official Baseball Rules to add an additional penalty when a base runner or a batter-runner deliberately and intentionally interferes with a batted ball or a fielder in the act of fielding a batted ball to deprive the defensive team of an opportunity to complete a possible double play. Keep in mind the rules provide that the runner or a batter-runner must interfere with the obvious attempt to break up a double play. A runner from third willfully running into the catcher fielding a pop fly ball, or a runner on second base deliberately running into a ground ball or allowing the ball to hit him to prevent a double play are examples that require the call of a double play under these rules.

Rule 6.05 (m) was inserted in the Official Baseball Rules “to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner in leaving the baseline for the obvious purpose of crashing the pivot man on a double play, rather than trying to reach the base.” Note the following official interpretation:

If, in the judgment of the umpire, a runner willfully and deliberately interferes with a fielder attempting to catch a thrown ball or attempting to throw a ball with the obvious intent to deprive the defense of the opportunity to make a double play. The umpire shall declare the batter-runner out for the interference of his teammate.

In sliding to a base, runner must slide directly to the base or away from the defender.

Examples:

1. Bases loaded, no outs, ground ball hit to shortstop. Anticipating a double play, runner from second intentionally crashes into shortstop and grabs him just as the shortstop is beginning to throw to second.

Ruling: Runner from second is guilty of willfully interfering with a fielder with the obvious intent to deprive the defense of the opportunity to make a double play. Runner from second is declared out and so is the batter-runner. Runners return to first and third.

2. Runners on first and third, no outs. Runner on first is stealing as batter hits a ground ball to the shortstop. Anticipating a double play, runner from first intentionally rolls into and grabs the second baseman who is covering second and waiting for the throw from the shortstop.

Ruling: Runner on first is guilty of willfully and deliberately interfering with a fielder with the obvious intent to deprive the defense of the opportunity to make a double play. Runner from first is declared out and so is the batter-runner. Runner returns to third.

3. Bases loaded, no outs, ground ball hit to shortstop. Shortstop’s throw to second retires the runner from first. However, anticipating a double play, runner from first intentionally slides out of the baseline and crashes into the second baseman just as he is beginning his throw to first base. Runner is not able to reach second base with his hand or foot.

Ruling: Runner is guilty of willfully and deliberately interfering with a fielder with the obvious intent to deprive the defense of the opportunity to make a double play. Batter-runner is declared out for the runner’s interference and runners return to second and third. Note in this example that, if the runner had not been ruled out at second (i.e., if the throw pulls the fielder off the bag) and the runner had still intentionally interfered in the manner described, both he and the batter-runner would be declared out.

4. Runners on first and second, no outs. On a hit and run play, batter hits a ground ball to deep short. Runner from first makes a clean slide at second and is ruled safe. However, the runner then grabs the second baseman’s arm as he is

throwing to first base.

Ruling: Runner from first is out for interference. However, batter is awarded first base and runner returns to second. The runner intentionally interfered with the second baseman's throw, but he did not willfully and deliberately interfere with the obvious intent to deprive the defense of the opportunity to make a double play. The runner's intent in this case was to reach second safely and, subsequently, he interfered with the second baseman's throw to first. Consequently, he is the only runner called out on the play.

In plays of this nature, the umpire shall be governed by the intent of the base runner. If the umpire judged that the runner willfully and deliberately interfered with the obvious intent to deprive the defense of the opportunity to make a double play, he shall declare both the runner and batter-runner out. If this is not the case, the umpire shall declare only the runner out. Note; however, that if in these situations the runner has already been put out, then the runner on whom the defense was attempting a play shall be declared out. (See Section 4.4 of this manual.)

4.4 Interference by Runner Already Out:

If any batter or runner who has just been put out hinders or impedes any following play being made on a runner, such runner shall be declared out for the interference of his teammate.

4.5 Batted Ball Striking the Runner:

The concept of the runner being in jeopardy after the ball goes past an infielder and strikes him in a situation where another infielder still has a chance to make a play on the ball applies ONLY when the ball PASSES the first infielder without being touched or deflected by him. This concept does NOT APPLY if the ball is touched or deflected by the first infielder, even though another infielder has a chance to make a play on the ball.

The reasoning for the above concept is that a runner cannot be expected to avoid a deflected ball while he is running and should not, therefore, be in jeopardy of being called out for being struck by such a deflected ball. Of course, a runner may still be guilty of intentional interference even after an infielder deflects the ball if he (the runner) deliberately deflects it or allows it to strike him when he could have reasonably avoided it. The fact that the ball has been deflected by an infielder should not be taken as a license for a runner to intentionally interfere. See Official Rules 7.09 (g) and (h).

Examples:

1. Runner on second base, one out. The batter hits a ball on the ground toward the hole. The third baseman charges in on the grass to try to cut it off as the shortstop breaks deep toward the hole while the runner is advancing. The ball gets past the third baseman without being touched by him and strikes the runner in the base path. The shortstop had a play on the ball.

Ruling: Runner from second is out and the batter-runner is awarded first base. The ball passed by but was not touched by an infielder other than the pitcher before striking the runner. However, another fielder behind the runner was deprived of an opportunity to field the ball.

2. Runner on second base, one out. The batter hits a ground ball toward the hole. The third baseman charges in on the grass to cut it off and the shortstop breaks deep toward the hole as runner advances. The ball is deflected by the third baseman in the direction of the shortstop. The shortstop would have had a play on the ball, but the ball struck the runner, resulting in no play being possible.

Ruling: Runner from second is not out and the ball is alive and in play (assuming no intentional interference by the runner from second). The fact that the shortstop would have been able to have a play on the ball had it not struck the runner is disregarded because the ball was deflected by the first infielder.

3. Runner on first base, one out. Runner is running on the next pitch. The batter hits a ground ball back toward the pitcher. The pitcher deflects the ball in the direction of the second baseman who definitely has a chance to make a play on it. However, the ball strikes the runner before it reaches the second baseman.

Ruling: Runner from first is not out; the ball remains alive and in play (assuming no intentional interference by the runner).

4. Bases loaded, no outs. The infield is playing in. The batter hits a sharp ground ball which the third baseman deflects in the direction of the shortstop. Runner from second, seeing that the shortstop definitely will have a good chance of making a play on the ball, allows it to strike him. The ball caroms into left field and all runners take off.

Ruling: Runner from second base is guilty of intentionally interfering with a batted ball to break up a possible double play. Runner from second is out and so is the batter-runner. Runners return to first and third. Runner from second was guilty of violating Official Rule 7.09 (g).

5. Runner on third, no out. Batter hits a sharp ground ball down the third base line that strikes runner on third base in fair territory while runner is still in contact with third base. Runner was not attempting to intentionally interfere and third baseman is playing behind the runner.

Ruling: Runner is declared out. Ball is dead, and the batter-runner is awarded first base. The fact that the runner had contact with the base when struck with the batted ball had no bearing on the play. (An exception to this is when the runner is hit by an Infield Fly while on base. See Section 4.7 of this manual.)

4.6 Runner Interferes with Fielder While in Contact with Base:

If a runner has contact with a legally occupied base when he hinders a fielder attempting to make a play on a batted ball, he shall not be called out unless, in the umpire's judgment, such hindrance, whether it occurs on fair or foul territory, is intentional. If the umpire declares the hindrance intentional, the following penalty shall apply: with less than two outs, the umpire shall declare both the runner and the batter out. With two outs, the umpire shall declare the batter out.

4.7 Infield Fly Hits Runner on Base:

If a runner is touching his base when touched by an Infield Fly, he is not out, although the batter is out. Further, if the Infield Fly touches him while on base in fair territory before touching or passing an infielder, the ball is dead and no runners may advance.

4.8 Infield Fly Hits Runner Not on Base:

If a runner is touched by an Infield Fly when he is not touching his base, both runner and batter are out.

4.9 Infield Fly Intentionally Dropped:

If on an Infield Fly rule the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of Official Rule 6.05 (l). The Infield Fly rule takes precedence.

4.10 Catcher Interferes with a Batter before Pitch:

If the catcher interferes with the batter before the pitcher delivers the ball, it shall not be considered interference under Official Rule 6.08 (c). In such cases, the umpire shall call “Time” and the pitcher and batter start over from “scratch.”

4.11 Back swing Hits Catcher:

If a batter strikes at a ball and misses and swings so hard he carries the bat all the way around and, in the umpire’s judgment, unintentionally hits the catcher or the ball in back of him on the back swing before the catcher has securely held the ball, it shall be called a strike only (no interference). The ball will be dead and no runner shall advance on the play. If this infraction should occur in a situation where the batter would normally become a runner because of a third strike not caught, the ball shall be dead and the batter declared out.

If, in the judgment of the umpire, the catcher has possession of the ball and is in the act of throwing or preparing to throw and the batter interferes with the catcher, the batter then shall be declared out (providing the throw does not retire the runner).

4.12 Batter Interferes with Catcher’s Throw Back to Pitcher:

If the batter interferes with the catcher’s throw back to the pitcher by stepping out of the batter’s box while he is at bat (no runners attempting to advance), it shall not be considered interference under Official Rule 6.06 (c). In such cases, the umpire shall call “Time” only (no interference). The ball will be dead and no runner shall advance on the play.

This interpretation does not, of course, give the batter a license to intentionally interfere with the catcher’s throw back to the pitcher and, in such cases, the batter shall be called out.

If the batter becomes a runner on ball four and the catcher’s throw strikes him or his bat, the ball remains alive and in play (provided no intentional interference by the batter-runner).

If the batter interferes with the catcher’s throw to retire a runner by stepping out of the batter’s box, interference shall be called on the batter under Official Rule 6.06 (c).

However, if the batter is standing in the batter’s box and he or his bat is struck by the catcher’s throw back to the pitcher (or throw in attempting to retire a runner) and, in the umpire’s judgment, there is no intent on the part of the batter to interfere with the throw, consider the ball alive and in play.

4.13 Batter-Runner and Catcher Collide:

When a catcher and a batter-runner going to first base have contact while the catcher is attempting to field the ball, there is generally no violation and nothing should be called. This cannot be interpreted to mean that flagrant contact by either party would not call for either an interference call or an obstruction call. Either one should be called only if the violation is flagrant in nature. A fielder has “right-of-way” to make a play, but an unavoidable collision cannot be construed as a violation on the part of the runner or the catcher.

4.14 Three-Foot Lane:

The lines marking the three-foot lane are part of that “lane,” but the interpretation to be made is that a runner is required to have both feet within the three-foot lane or on the lines marking the lane. If the runner straddles either boundary line running the last 45 feet to first base, he is outside the lane.

4.15 Thrown Bat Interferes with Fielder:

If a whole bat is thrown into fair territory and interferes with a defensive player attempting to make a play, interference shall be called, whether intentional or not. However, if a bat breaks and part of it is in fair territory and is hit by a batted ball or part of it hits a runner or fielder, play shall continue and no interference shall be called.

4.16 Batted Ball Strikes Helmet or Bat:

If a batted ball strikes a helmet accidentally (no intent on part of runner to interfere) in fair territory, the ball remains in play the same as if it had not hit the helmet.

If a batted ball strikes a helmet accidentally (no intent on part of runner to interfere) in foul territory, it is a foul ball.

If a batted ball strikes a bat or part of a bat accidentally (no intent on part of runner to interfere) in foul territory, it is a foul ball.

If the batter-runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play.

If after hitting or bunting a fair ball, the batter's bat hits the ball a second time, in fair territory, the batter is out and the ball is dead.

If, in the umpire's judgment, there is intent on the part of the base runner to interfere with a batted ball (fair or foul) by dropping his helmet or bat or by throwing either at the ball, then the runner would be out, the ball is dead, and runners would return to the last base legally touched.

4.17 Batted Ball Strikes Object in Foul Territory:

If a batted ball strikes a batting helmet or any other object foreign to the natural ground while on foul territory, it is a foul ball. (See exception in Section 4.19 of this manual.)

4.18 Thrown Ball Strikes Helmet or Bat:

If a thrown ball strikes a helmet or bat accidentally (no intent on part of runner to interfere) in fair or foul territory, the ball remains in play the same as if it had not hit the helmet or bat.

If, in the umpire's judgment, there is intent on the part of a base runner to interfere with a thrown ball by dropping his helmet or bat or by throwing either at the ball, then the runner would be out, the ball dead, and runners would return to the last base legally touched.

4.19 Ball Strikes Bird or Animal:

If a batted or thrown ball strikes a bird in flight or other animal on the playing field, consider the ball alive and in play the same as if it had not touched the bird or animal.

4.20 Infielder Interferes with Course of Ball:

When a batted ball is rolling fair down the foul line between home plate and either first or third base and a fielder stoops down over the ball and blows on it or in any other manner does some act that in the judgment of the umpire causes the ball to roll onto foul territory, the umpire shall rule a fair ball.

4.21 Obstruction:

Obstruction is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner.

If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball, he may be considered “in the act of fielding a ball.” It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball.

After a fielder has made an attempt to field a ball and has missed, he can no longer be in the “act of fielding” the ball. For example: If an infielder dives at a ground ball and the ball passes him and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner.

In all cases of obstruction, the umpire calling the play should have the benefit of the advice of his partners. The umpire watching the obstruction will have difficulty in determining the position of other runners. It is recommended that, when “Time” is called on obstruction, if there is any doubt in the minds of the umpires about where the runners shall be placed, the umpires shall confer.

4.22 Obstruction Mechanic:

If a play is being made on the obstructed runner Official Rule 7.06 (a), the umpire shall signal the obstruction by immediately calling “Time” (both hands overhead) and then pointing laterally at the runner while calling loudly and clearly, “That’s obstruction.”

If no play is being made on the obstructed runner, “Official Rule 7.06 (b), the umpire shall signal the obstruction by pointing laterally at the runner while calling loudly and clearly, “That’s obstruction.” In this case, after no further play is possible, the umpire shall call “Time” and impose such penalties, if any, as in his judgment will nullify the act of obstruction. Note that under this section of the obstruction rule, the umpire shall not call “Time” until all play has ceased and no further action is possible.

4.23 Obstruction Plays - Approved Rulings:

1. Runner on first; batter-runner gets in a rundown between home and first. Can obstruction be called going back to home? Ruling: No, unless the obstruction is intentional.

NOTE: In situations where the batter-runner gets in a rundown between first and home, if the batter-runner retreats and reaches home plate, he shall be declared out.

2. Batter-runner obstructed before reaching first base with no play being made on him, for example, on a ball hit to the outfield. Ruling: Call the obstruction by pointing at the runner and calling, “That’s obstruction.” However, leave the ball in play until the play is over. Then impose such penalties, if any, that will nullify the act of obstruction. If a fly ball is caught in this situation, batter-runner is out.

3. Runner is on second base when batter-runner is obstructed after reaching first base. The umpire intends to award the batter-runner second base on the obstruction. What happens to the runner on second? Ruling: Runner on second is awarded third base.

4. With bases loaded, batter hits a short ground ball which deflects off the shortstop and starts to roll away from him. As shortstop starts to go after the ball, runner from second collides with him. Ruling: After the ball deflects off the shortstop, if the ball is within the fielder’s immediate reach, the runner must avoid the fielder and, if contact occurs under those circumstances, interference shall be called and the runner declared out. However, if the ball is not within reach of the fielder after it deflects off him (i.e., the fielder must chase after the ball), the fielder must then avoid the runner, and if contact occurs under those circumstances, obstruction shall be ruled under Official Rule 7.06 (b).

5. Progress Of the Game

5.1 Turning on Lights:

The umpire in chief shall order the playing field lights turned on whenever, in his opinion, darkness makes further play in daylight hazardous.

After a game has been started, the umpire in chief is to be the sole judge as to when field lights are to be turned on. He should call for the lights before the beginning of a full inning unless some extraordinary condition or abnormally long inning prompts otherwise.

5.2 Rain Situations:

The umpire in chief shall be the judge as to whether and when play shall be halted during a game because of unsuitable weather conditions or the unfit condition of the playing field.

The National Americanism Commission Representative will be in complete charge of the tournament. He is the sole judge as to the fitness of the playing field concerning suspension of play that will result in completion of that game at another day and time. He shall be the only person authorized to postpone a game.

5.3 Curfews:

No tournament game shall be started after 11:00 p.m. local time.

5.4 Suspended Games:

All tournament games will be played to completion, nine (9) innings, no matter the reason for the suspension of play.

5.5 Weather Taking Precedence:

Weather and similar conditions shall take precedence in determining whether a called game shall be a suspended game.

5.6 Line-up Cards from Suspended Games:

In a suspended game, the umpire in chief must make notation of the line-up cards of the exact situation the moment play is suspended. Included should be the following information: inning, score, outs, runners on base (by name), batter (by name), count on the batter, and defensive player due to bat first the next inning. The same cards will be used when the suspended game is resumed.

6. Pitching Regulations

6.1 Wind-up Position:

If a pitcher holds the ball with both hands in front of his body, with his entire pivot foot on or in front of and touching but not off the end of the pitcher's plate and his other foot free, he will be considered in the wind-up position. From this position he may:

1. Deliver the ball to the batter, or
2. Step and throw to a base in an attempt to pick-off a runner, or
3. Disengage the rubber (if he does he must drop his hands to his sides).

He may not go into a set or stretch position - if he does it is a balk.

Note that some pitchers assume their wind-up position with their hands apart (arms at their sides) and then go directly into their delivery to the plate from this position. Other pitchers assume their wind-up position with their hands apart and then bring their hands together and come to a stop before beginning their delivery to the plate. Either of these two positions is considered a legal wind-up position, and from either wind-up position (regardless of whether the pitcher's hands are together or apart), the pitcher may:

1. Deliver the ball to the batter, or
2. Step and throw to a base in an attempt to pick-off a runner, or
3. Disengage the rubber by stepping off with his pivot foot first. (Disengaging the rubber by stepping back with his free foot first is a balk when runners are on base regardless of whether the pitcher's hands are together or apart.)

6.2 Intentionally Pitching at the Batter:

If, in the umpire's judgment, the pitcher intentionally pitches at the batter, the umpire shall warn the pitcher **and his manager** that another such pitch will mean immediate expulsion of the pitcher. At the same time, the umpire shall warn the opposing manager that such an infraction by his pitcher shall result in that pitcher's expulsion.

If, in the umpire's judgment, there is another such pitch during the game by any pitcher, the umpire shall eject that pitcher from the game (**and his manager also**).

6.3 Pitcher Possessing Foreign Substance:

The pitcher shall not have on his person or in his possession any foreign substance. For such infraction, the penalty shall be immediate ejection from the game.

The term "foreign substance" shall include any object, material, or substance that could, in the judgment of the umpires, be used to deface or "doctor" the ball in any manner.

In a situation in which the pitcher refuses to allow an umpire to inspect his equipment, uniform, or person when the umpire suspects a foreign substance, the pitcher shall be ejected from the game.

6.4 Special Balk Regulations:

The pitcher shall be charged with a balk if he throws to the first baseman who is either in front of or behind first base and obviously not making an attempt at retiring the runner.

A right- or left-handed pitcher shall be committed to pitch or throw to second base when he swings his entire free foot completely behind the back edge of the rubber.

The pitcher shall be charged with a balk if he stands on or astride the pitcher's plate without the ball. (He may be on the dirt without the ball.)

A ball which slips out of the pitcher's hand and crosses the foul line shall be called a ball; otherwise it will be called no pitch. If the ball does not cross the foul line, this would be a balk with men on base.

The pitcher, while touching his plate, must step directly toward a base before throwing to that base. (See Section 6.5 of this manual, "Stepping to a Base.") If a pitcher turns or spins off of his free foot without actually stepping or, if he turns his body and throws before stepping, it is a balk.

If a pitcher, while touching his plate, jumps into the air with both feet simultaneously and his non-pivot foot lands in a step toward first base before he throws to that base,

he has made a legal move. (See Section 6.5 of this manual, “Stepping to a Base.”)

If the pitcher places the resin bag in his glove with, in the umpire’s judgment, the intent of deceiving the runner, it is a balk.

If the pitcher steps off of the rubber with his non-pivot foot when pitching from the wind-up position, the pitcher shall be charged with a balk.

It is legal for a right-handed pitcher to begin a pick-off move to first base by first moving his pivot foot in the direction of third base provided that he makes a legal step toward first base with his non-pivot foot before throwing there and provided that the move is continuous and without interruption. A pitcher who makes such a pick-off move is considered to be in contact with the rubber when he makes his throw to first base.

It is a balk if the pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch or in throwing to a base.

6.5 Stepping to a Base:

The pitcher, while touching the rubber, must step directly toward a base before throwing to that base. If a pitcher turns or spins off of his free foot without actually stepping, it is a balk.

In stepping to a base, the pitcher must lift his entire non-pivot foot off the ground and bring it down in a location different from where it started and towards the base. The entire non-pivot foot must move in a direction towards and distance to the base. This will constitute a step. He is not allowed to lift his non-pivot foot up and bring it back down in the same spot where it started. In stepping, the heel of his free foot may not end up in the same spot as it started.

6.6 Balk Mechanic:

In calling a balk, the umpire shall point laterally at the pitcher and call loudly, “That’s a balk.” “Time” is to be called only when play stops. The ball is not dead automatically when a balk is called. For the purpose of the balk rule, play is considered “stopped” as soon as a fielder has possession of the ball.

6.7 Penalty for Balk:

Under Official Rule 8.05, the penalty for a balk shall be: The ball is dead (when play stops), and each runner shall advance one base without liability to be put out unless the batter reaches first on a hit, an error, a base on balls, a hit batter, or otherwise and all other runners advance at least one base, in which case the play proceeds without reference to the balk.

Note that in cases where a pitcher balks and throws wild, either to a base or home plate, a runner or runners may advance beyond the base to which he is entitled at his own risk.

6.8 Trips to the Mound by Manager or Coach:

A second trip to the mound to the same pitcher in the same inning by a manager or coach will cause that pitcher’s removal as a pitcher and he cannot return as a pitcher for the remainder of the game.

The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat but, if a pinch hitter is substituted for this batter, the manager or coach may then make a second visit to the mound but must remove the pitcher.

A manager or coach is considered to have concluded his visit to the mound when he leaves the 18-foot circle surrounding the pitcher’s rubber. When the manager or coach leaves the 18-foot circle, he must keep going and not return to the mound.

If the catcher or any other player goes to the dugout and then immediately to the mound, it will be considered a visit to the mound by the manager.

If the manager or coach goes to the catcher or infielder and that player then goes to the mound (or the pitcher goes to the infielder at his position) before there is an intervening play (a pitch or other play), that will be the same as the manager or coach going to the mound.

If a pitcher is removed and the manager or coach remains to talk to the new pitcher, this is not charged as a visit with the new pitcher.

If the coach goes out to the mound and removes a pitcher and then the manager goes to the mound to talk with the new pitcher, that will constitute one trip to that new pitcher that inning.

In a case where a manager has made his trip to the mound and then attempts to return a second time to the mound in the same inning with the same batter at bat, he shall be warned by the umpire that he cannot return to the mound. If the manager ignores such warning, he shall be removed from the game and the pitcher required to pitch to the batter unless he is retired or gets on base. After the batter is retired or becomes a base runner, then this pitcher must be removed from the game. The manager should be notified that his pitcher will be removed from the game after he pitches to one hitter so that he can have a substitute pitcher warmed up. In this case, the substitute pitcher will be allowed eight preparatory pitches or more if, in the umpire's judgment, circumstances justify.

For the purpose of this rule, a batter's time at bat begins the moment the preceding batter is put out or becomes a base runner.

The manager may request permission from the umpire to visit the mound in case of injury to or illness to the pitcher, and with permission granted it will not be counted as a visit to the mound. The umpire in chief shall accompany the manager or coach in such situations and remain in the vicinity of the conference to ensure this regulation is not abused. The opposing manager is to be informed at the conclusion of the conference that this is not a visit.

6.9 Pitcher Changing Positions:

Any pitcher removed from the mound to another position, except by a second trip to the mound by a manager or coach, may return as a pitcher in later innings. Each time this is done, it will be considered an appearance.

6.10 Pitcher Ejected:

If a pitcher is ejected during an inning in which he is pitching, the substitute pitcher should have time for a full warm-up similar to the time allowed when an injured pitcher is removed from the game.

7. Instructions To Umpires

7.1 Reporting Trouble:

Anytime that an umpire ejects a manager, coach or player, or observes anything that is not "routine," this should be reported to the Tournament Director at the tournament site.

A detailed written report shall be submitted to the Tournament Director no later than 8:00 a.m. the following day or immediately following the game involving the incident so that the National Representative may have access to the report should he have to rule

on an appeal of an automatic one (1) game suspension, as is the case with all ejections.

In writing your reports, tell precisely what happened and the exact language that was used. Be sure of your facts and confine your report to the facts only. Do not “editorialize.” Give facts and the situation will take care of itself. In fashioning the report, do not say a manager or player was “run” or “chased;” instead say, “removed” or “ejected.” Take extreme care in writing your reports. Make sure spelling and punctuation are correct. Always proofread the report to make sure it is free of errors and clear to the reader. Each report will be copied so that the Tournament Director and the umpire filing the report may have a copy.

7.2 Visitors in the Dressing Room:

Visitors in the umpire dressing room should be kept to a minimum. The tournament crew chief shall have the final authority as to admittance to the dressing room.

7.3 Cooperation with the News Media:

Always cooperate with the news media when possible. Avoid arguments and refer any controversial matters to the National Representative.

In those games that are televised, a pre-game meeting will be conducted with representatives of the television crew, the National Director, local tournament officials and the umpire crew chief.

7.4 Upon Arrival to City:

Upon arriving in the tournament city, report to the designated hotel to check in with the National Representative, crew chief and to secure your room assignment.

An umpire meeting will be held prior to the banquet in the afternoon at a time and location designated by the crew chief.

7.5 Arrival at Ball Park:

All umpires should arrive at the ballpark at least one (1) hour before the scheduled starting time of the game unless otherwise instructed by the National Representative. All umpires must be in the dressing room and in uniform fifteen minutes prior to game time so they will be ready to take the field and start the game should an emergency arise.

7.6 Baseballs:

The Local Tournament Committee will deliver a supply of regulation baseballs to the umpires before the start of a game. The number and make of the baseballs will be certified by the Tournament Director. Umpires are to rub up all baseballs. All baseballs delivered to the umpires before the game for rubbing should get into the baseball bag for the game. Every effort should be taken to get as much game use as possible before discarding as unfit.

7.7 At Home Plate Before a Game:

All umpires assigned to work a game should walk together as a crew to the plate eight (8) minutes before the start of a game.

7.8 Ground Rules:

Be very sure that you are familiar with ground rules before a game is started. Crews working a park for the first time should survey the park in ample time prior to a game to acquaint themselves of all physical peculiarities. Check with both managers during the pre-game conference at home plate to see if they understand the ground rules and clear any discrepancies at that time.

7.9 National Anthem:

During the National Anthem, the crew will remain together at home plate. Umpires will stand in a straight line facing the flag. All umpires should stand at attention, heels together, head steady, with cap in right hand placed over the heart. Remain at attention until the color guard has left the field.

7.10 Location of Grounds Keeper:

Always check with the grounds keeper to determine where he will be located in the event it is necessary to bring out the ground crew to cover the field or to turn on the lights.

7.11 Profanity:

Profanity will not be tolerated. Umpires are considered adult role models for game participants and should conduct themselves in a manner befitting that responsibility.

7.12 Fraternalization:

Umpires should refrain from carrying on idle conversations with managers, coaches or players during the progress of the game. Umpires should try to limit contact with team personnel when off the field.

7.13 After a Ball Game:

If the umpire in chief returns his unused supply of baseballs to the ball attendant, he should give them directly to the attendant or drop them directly into the game bag. He is not to toss them across the field to the attendant or toward the game bag.

At the conclusion of a game, umpires should refrain from congratulating fellow umpires while still on the field.

7.14 Uniforms:

All umpires are to wear the official uniform established by the crew chief and the National Office. All emblems are to be affixed in the appropriate places as designated by the National Office.

Uniforms should be in good repair and reflect favorably on each individual umpire and the entire crew. Uniforms should be clean for each game. Arrangements will be made for the cleaning of umpire uniforms each day.

Particular attention should be made to having shoes shined before each game.

7.15 Tobacco:

Use of tobacco products is not permitted in the playing field for American Legion umpires.

7.16 Mustaches, Haircuts:

Hairstyle and length should be neatly groomed and in a manner consistent with the umpiring profession.

Mustaches and beards are permitted, but must be neatly trimmed.

7.17 Rule Book:

Good umpiring means a complete knowledge of the rules, the application of good common sense, and an ever-constant review of Official Baseball Rules. You should read some portion of the rulebook each day.

7.18 Attitude:

The following maxims have been applied with success for many years and are considered sound. Incorporate them into your umpiring:

1. Cooperate with your partners. Help each other. Don't hesitate to ask assistance if you are blocked out of a play. The main objective is to have all decisions ultimately correct.
2. Keep all personalities out of your work. You must be able to forgive and forget. Every game is a new game.
3. Avoid sarcastic comments. Don't insist on the last word. If, after an argument, a manager, coach or player is walking away — let them go!
4. Never charge a player or follow him if he is moving away and do not point your finger or use violent gestures during an argument.
5. Keep your temper. A decision or an action taken in anger is never sound.
6. Watch your language!! Never use language toward a participant of the game if the same language was used by the participant and would result in disciplinary action being taken.
7. If the manager or coach has a legitimate point to argue under the rules, it is your duty to listen to him. An umpire can do this with dignity and no loss of respect. Be understanding — remember, the participants are engaged in a heated contest. You are impartial judges and should maintain a calm dignity becoming the authority you have.
8. Always keep your uniform in good condition.
9. Keep active and alert on the field at all times.
10. Keep the game moving. A ball game is often helped by the energetic and earnest work of the umpires.
11. Be courteous, impartial, and firm, and so compel respect from all.
12. Even when off the field, remember that you continue to be representatives of American Legion Baseball. Never do anything that would bring disgrace upon your profession and American Legion Baseball.

7.19 Arguments:

If an argument occurs, make sure two (2) umpires are there and that the discussion is one on one. (The second umpire's job is to clear the area and keep others from the discussion.)



Section III

The Umpire In Baseball

In this section we are going to discuss some of the important elements of good umpiring. Much of this information you received when you were a rookie umpire. We believe it is important for you to review these key elements again. We will also review many of the routine rules.

Baseball umpiring may be divided into three (3) parts:

- 1. Judgment**
- 2. Mechanics**
- 3. Rules**

Judgment can be developed and improved with hard work and experience. This is true especially with help of experienced instruction on the baseball field.

Mechanics are more than just an aid. The help of proper mechanics can insure quality umpiring.

Rules are a major concern; therefore, it is most important that knowledge of the rules and their application be a major concern.

“The game can be no better than the umpiring.”

The following are some personal attributes you need to consider if you plan to be a successful umpire:

1. Knowledge of the rules.
2. Physical conditioning.
3. Timing.
4. The ability to handle situations.
5. Personal appearance.
6. Knowing proper play, coverage and field position.
7. Proper signals.

Knowledge of the Rules

There are two types of players and coaches who cause the umpire problems in their attempt to call a game according to the rules. The first type is the player or coach who doesn't know the rules. These individuals come up with all sorts of ideas in order to test your patience. The second type is the individual who knows the rules better than the umpire. The only way to deal with this type of individual is to master the rules until you are as well versed as he. Remember to master the rules and study your rulebook every day.

Remember that when situations happen consult the rulebooks for the correct ruling. You can be excused once for your mistake, but not twice.

Talk about situations that have happened to you or fellow umpires. If you can rehash these experiences, you will certainly profit.

Last, but not least, attend as many games as possible. Observe other umpires and compare them to your own experience. If you can attend games with another umpire and constructively criticize the game for your own advancement, certainly do so, because then we are ahead of the game. Another excellent resource is to study the umpires while attending major or minor league ball games. Remember, don't openly criticize other umpires to those around you. You wouldn't want others to treat you this way.

Physical Conditioning

You will not be at your best when you are not physically fit. Find time to do a lot of preseason running, plus, running on days when not umpiring is a good habit. Exercise activity is valuable to many umpires. The types of movements that are closely associated to the ones used in umpiring are good. You can practice your actions in calling pitches, players on the bases, fair and foul balls, etc. This will not only help your conditioning but also your timing.

Timing

"Your timing is very important."

If you call a play too soon you are more than likely to guess ahead of time what is going to happen. Anticipating a call is one of the umpire's worst mistakes.

Hesitation is just as bad as calling the play too soon. If you wait too long, people will think either you can't make up your mind or you are guessing.

Practice your timing. You owe it to yourself to be at your best in this phase of umpiring.

Handling Situations

Compare two umpires with nearly the same ability. One can have far more success than the other simply because he is able to react to unusual situations.

The following are some personal rules to consider:

1. Learn how to handle situations with the least amount of friction and always keep an even temperament.
2. Be courteous at all times and, under all conditions, be firm.
3. Keep all personalities out of your work and be able to forget. Every game is a new game in every respect.
4. Never be sarcastic or want the last word. Never follow or charge a player and, above all, don't point your finger and yell at him.

It is possible to keep your poise through trying situations. If you cannot do this, then you need to consider getting out of the umpiring business.

Personal Appearance

Personal appearance is very important. Good grooming is more than just a desirable asset to the umpire, it is a must.

American Legion Baseball Tournament Uniform:



The American Legion does provide each umpire invited to work a National Tournament with an official American Legion umpire hat; three shirts (plate shirt & 2 base shirts), navy blue tee-shirt and, for first time national tournament umpires, we also provide an umpire jacket. Uniforms have the patches and numbers sewn on each uniform. The American Legion provides an order form and asks umpires to verify sizes.

Umpires can choose a New Era, 3" bill, base cap or 2" combo hat. A tournament order form is included with your instructions to complete and return to the National Office.

In addition to the Official Legion umpire shirts and cap, umpires shall also wear heather gray pants, black belt, black socks, and appropriate plate or base shoes. Plate jackets are optional.



New Era Base Umpire Cap



New Era Plate Umpire "Combo" Cap

Sized Cap Conversion Chart		
Inches	=	Size
21-1/4		6-3/4
21-5/8		6-7/8
22		7
22-3/8		7-1/8
22-3/4		7-1/4
23-1/8		7-3/8
23-1/2		7-1/2
23-7/8		7-5/8
24-1/4		7-3/4
24-5/8		7-7/8
25		8

We encourage umpires to wear their official American Legion umpire uniform during the regular summer season. Umpires may order additional Legion hats, shirts, or patches directly from National Emblem Sales by logging onto the National Emblem Sales Website at:

<http://emblem.legion.org>

Sunglasses

More and more umpires are beginning to wear sunglasses while umpiring the bases. Obviously, there are several opinions as to whether wearing sunglasses is proper or not. The American Legion requires that, if one base umpire wears sunglasses, then all base umpires are required to wear them.

All umpires should dress alike and look alike on the field.

Standard equipment needed by all umpires:

- Athletic supporter with plastic cup
- Face mask with throat guard
- Chest protector (under the coat style)
- Leg guards (umpire type)
- Plate brush
- Plate scraper (for wet nights)
- Ball and strike indicators
- Pen or pencil (for recording line up changes)

A final note: It is very important to shine your shoes before every game and keep uniforms and equipment clean. Sloppy dress/sloppy work!!

Knowledge of Proper Position

If you have the wrong angle on a play, it is impossible to make a decision without guessing. Study and practice until you know what position you should be in and how to get there.

Umpiring the Plate

There are two systems used in working the plate, the inside system and the outside system. In the inside system, the plate umpire places his rear foot behind the catcher and his front foot between the catcher and batter. He watches the pitch over the catcher's inside shoulder so that he is looking through the inside edge of the strike zone at the pitcher. Many umpires feel that there is less obstruction of their view of the plate in this system. In terms of safety, there are problems in that the umpire's hands and arms are not protected from passed balls, wild pitches and foul balls.

With this system the umpire has a much better view of the inside pitch. Many feel this is excellent to use in viewing the low pitch.

When using the outside system, the umpire plants his feet parallel and about shoulder width apart. He moves from a relaxed position to his position directly behind the catcher. As the pitcher begins his preliminary movement, he bends his knees so the eyes are level with the top of the strike zone.

This system also has advantages in that the umpire may follow the pitch all the way to the catcher's glove and it is much safer.

In both systems the umpire moves back and relaxes between pitches.

Brushing the Plate

Every gesture and motion of an umpire means something. Yes, there is a correct way to brush the plate. The umpire should assume a position (as a courtesy to fans) with his back to the pitcher's mound. The feet should be spread apart about the width of the shoulders. Bend at both knees and hips. Brush vigorously toward and away from the umpire.

The plate belongs to you so you should brush at the start of the game, before each half inning and as needed during play. "It is a sign of a lazy umpire if you have a dirty plate."

Between Innings

The plate umpire should step to the side of the plate of the team going into the field and in a courteous manner say “let’s hustle in and out” or “lots of hustle.” A good spot to stand is just off and up to foul line but close enough to be able to toss the catcher a new ball should a warm up pitch go past the catcher.

While at that spot, the plate umpire should attend to such duties as counting warm up pitches, replenishing his ball supply, inspecting the baseballs in his ball bag and seeing that no equipment is left on the playing field or on top of the dugout. Also, this is a good time to rest.

After the catcher throws the ball to second, the plate umpire should hustle in to brush off the plate and then hustle to his spot behind the plate by going to the opposite side of the plate from which the batter is standing.

It is the duty of both umpires between innings to keep the players hustling on or off the field.

Calling Behind the Plate

Strikes are signified by a vigorous motion of the right hand while balls may or may not be called out. Do not use a hand motion when calling a ball. In calling balls and strikes the difference in tone should be audible to the stands. Strike three and a good pitch that is close to the edge of the strike zone should be more emphatic than the rest, but do not showboat.

Umpires can easily be distinguished by their strike motions as each one has a slightly different style. Some examples are: raising the open hand then pointing to the side; raising the clenched fist above the head or crossing the clenched fist in front of the body. It is important that the strike motion be decisive and clear to everyone.

If a batter swings at a pitch, a strike motion should be given, but no audible sound. If it is a half-swing situation, call a strike by using a hand motion and say “you swung at it” or something similar.

The timing on calling pitches is very important:

1. Watch the ball as it comes over the plate.
2. Make your decision when the ball crosses the plate.
3. Call the pitch after the catcher has caught the ball.
4. Practice on calling the pitches at the right time.

One of the worst habits an umpire can acquire is saying “strike three, you’re out.” Remember, the batter is out only if the catcher drops the ball with first base occupied with less than two outs or if the catcher cleanly catches the ball.

When working behind the plate, use the indicator in your left hand. A little bit of experimentation will show you that it’s not made for the right hand.

The mask is removed as often as possible when the plate umpire is not actually engaged in calling balls and strikes. The left hand is used in removing the mask. Shift the indicator so the thumb is free, grasp the mask so the thumb is at the side of the jaw. Remove the mask by lifting out then up. By using this method, you can be sure that your cap will remain on your head.

By keeping the mask in your left hand you will avoid the chance of hitting a player with it or throwing it while calling a runner out. Most people feel that the out signal looks better when the right hand is free.

The plate umpire will make all decisions on ground balls and all decisions on the foul line on which no umpire is stationed.

A good rule to follow when there is an umpire on the baseline is for the plate umpire to call all ground balls. The plate umpire calls all the balls and line drives in front of the field umpire. The field umpire calls all fly balls and line drives which land behind him.

The following are some good umpire practices:

1. When calling all balls down the baseline, remove mask as soon as the ball is hit.
2. Hustle up the baseline as far as possible, be sure to stop before making your judgment.
3. On foul balls, use two hands into foul territory and shout "foul" and on a fair ball use one arm. Point into fair territory, and do not say anything.
4. On ground balls, do not call the play until the ball passes a base, stops rolling or is touched. "Many umpires have suffered embarrassment by calling a rolling ball foul, only to have it strike a pebble and roll back into fair territory."
5. Call "time" loudly when a pitch is made which will not count. Do so immediately.
6. Be sure to give the batter a chance to get set in the box before the pitcher pitches the ball. If the pitcher begins to pitch while the batter is not ready and it is unintentional, call "time." If he does it on purpose, call time and warn him. Remember, each such pitch after a warning will be an illegal pitch.
7. When the batter steps out of the box as the pitcher is about to begin his motion, call time if in doubt. If you know there is no reason for leaving the box, allow play to proceed. When the batter has stepped out of the box, the strike zone will be hard to determine, so call any doubtful pitch a strike.

If you allow play to continue and the pitcher interrupts his motion, it is a balk or no pitch. If you feel the batter is stepping out of the box for the sole purpose of setting up the pitcher, do not allow this to happen. I recommend that you immediately, loudly, call time and say "no play."

To call a play on a runner attempting to score, come out from behind the plate; stay out of the way of the play; get even with the play on the third base side of plate and don't get too close to the plate.

Remember that proper relaxation is necessary if you are to maintain your confidence and keep your judgment at a high level.

Umpiring the Bases

The signals used most by the base umpire are Safe and Out. Before calling any play, you should stop and get set before the play happens. This way you will get a better picture of the play.

In getting set, bend at the knees and hips and keep your body straight from the waist up. Hands or forearms on the thighs will help maintain balance.

In calling outs some of the following signals are recommended:

1. Use the clenched fist or open hand, "Do not use thumb."
2. Shoot the right hand away from the body, then raise it above the head.
3. Shoot the right fist out as in a jab and bring it back sharply.
4. Shoot the fist out in an arc as if to punch the player out.
5. Quickly raise the palm of the open hand.

The closer the play, the more vigorous the signal must be. If you call a close play in a hesitant manner, the team and fans might think you missed it. It is important to call every play, no mat-

ter how obvious. On the obvious plays do not demonstrate, but make the call in a way that no one will see it unless they are looking at you.

The safe signal is more universal. The umpire begins by crossing his arms in front of his chest then sharply bringing them straight out to the side with the palms remaining down through the motion; hands are kept below shoulder level.

The umpire should always say "Safe." Don't ever say terms like, "you're in there" or "no, no."

Do not call the runner safe unless there is an actual play on him. This may result in interfering with an appeal should the defense choose to do so.

Remember Do Not Call A Play Too Soon. This Results In Guessing.

Remember to move on each pitch in order to remain alert!!

Cooperation and communication between umpires is very important. In many situations, one umpire can help another.

1. Half swing.
2. Plate umpire blocked out by batter runner on a foul ball.
3. Infield fly, etc.
4. Pre-game meeting between umpires.

Something important to remember. With everyone against you, you need each other!!

Looking at some important rules that are helpful:

1. Batted ball bounces up and hits the batter or bat after he swings at it: **Foul ball unless he was obviously out of the batter box when contact occurred.**
2. Third baseman keeps his feet in fair territory as he fields a batted ball in front of the base: **Judge ball as to its position, not where fielder's feet might be.**
3. Line drive hits the umpire who is straddling the foul line behind first or third base: **Judge ball according to its position with the foul line. Ball is in play. Umpire must make sure he is completely in foul so that any line drive striking him will be a foul ball.**
4. Batted ball rolls down first or third base line in foul territory and the ball is about to stop rolling, the umpire calls "foul." Just then the ball hits a small rock, rolls fair, and stops: **Umpire has committed a serious mistake calling a foul ball too soon.**
5. As a runner leads off third a batted ball hits him in foul territory: **Foul call, if the ball would have been in fair territory he would have been out.**

The Infield Fly

Several points to keep in mind:

1. First and second must at least be occupied.
2. Should a runner be on third, he receives the same protection as runners on first and second.
3. Must be no out or one out.
4. The rule is for the protection of the runners, not the fielders.
5. A bunt cannot be ruled an infield fly.
6. A line drive cannot be ruled an infield fly.

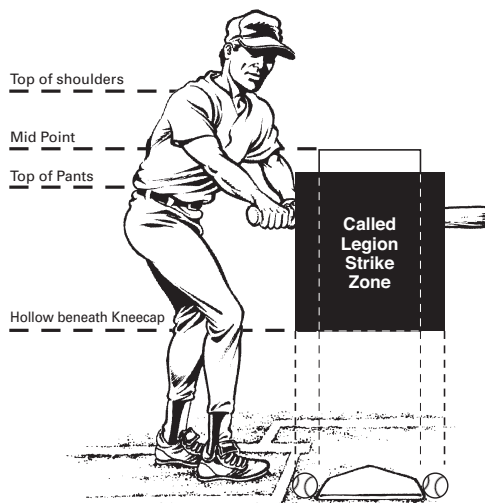
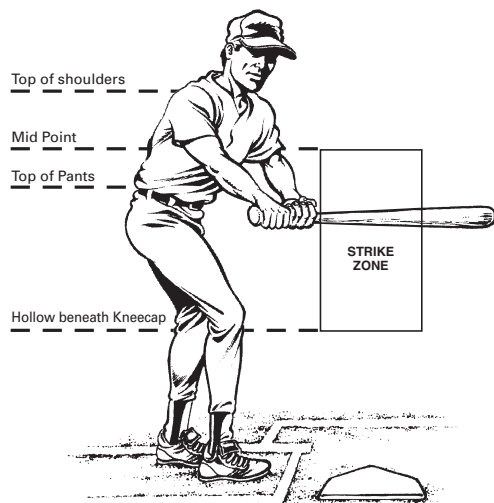
7. Judge whether or not a double play is possible should the fielder deliberately drop or let the ball fall.
8. Umpire should wait until ball is on its way down before calling play.
9. Have a signal to relay between one another to make sure each is aware of the situation.
10. Any umpire can call the infield fly and it should be called in a loud tone with arm signals. Always end call with "Infield fly, batter out if fair!"
11. Whenever an infield fly is called, a second umpire should also reinforce that call by indicating "infield fly."

The following are a few play situations:

1. A runner standing on second base is struck by a fly ball which has been declared an infield fly: **The batter is out only; if the runner had been off the base, both would be out.**
2. High fly ball is hit with the bases loaded, nobody out and the infield players in for force play at home. Fly ball would easily have been caught had the infield been at normal depth. But, in order to make the play, the infielder had to try and catch the ball while running with his back to the plate: **Not an infield fly, position of the fielder determines the call.**
3. Easy fly ball hit to shortstop, he drops ball. Umpire then immediately calls "infield fly:" **Should have called the play as soon as possible after the downward flight of ball, but call is better late then never.**
4. High fly near foul line in front of third base, umpire calls "infield fly" and fielder lets ball fall and it rolls foul: **Foul ball, umpire should have called out "infield fly, batter's out if fair."**

Balls and Strikes

Major League Baseball lowered the strike zone in 1996 - Therefore, The American Legion Strike Zone also changed. It's important for umpires to use a constant strike zone. To call a strike, any ball that crosses any part of the plate above the top of the knees to mid-chest. Most likely the most difficult pitch to call is the low pitch. You must judge the ball in relation to where it crosses the plate and not where it is caught. As a rule of thumb, most umpires will not call the high strike. The key to any strike zone is consistency.



Situations that you should give attention:

1. Runner on first, two are out, the umpire calls “strike three-batter out” and the catcher lets pitch get away: A bad habit (a no-no).
2. Umpire calls “strike one” and batter hits ball: Ignore the call, remember you shouldn’t call pitches too soon.
3. Batter starts his swing and ball hits him:
 - A. Umpire must decide if batter struck at pitch or not.
 - B. If you decide that he struck at the ball, it’s a strike and ball is dead.
 - C. If it is the third strike, the batter is out, the ball is dead and no runner can advance.
 - D. If he holds up on swing in time, he is awarded first base.
 - E. If the ball entered the strike zone, it is a strike and the ball is dead.
4. Batter swings at a pitch that strikes his hands while holding the bat: **Strike, the ball is dead (the hands are not part of the bat).**

Appeal Plays

There are two types of appeals, one is batting out of turn and the other is plays in which the appeal is made by tagging a runner or a base and appealing to the umpire.

Batting out of turn:

1. Appeal is made to the umpire with the appealing team not having to make a play.
2. If appeal is made while the improper batter is batting, he is removed as batter. The correct batter assumes the ball/strike count.
3. Any advance on the bases by a wild pitch, passed ball, stolen base, etc., is legal.
4. Appeal made after a completion of the improper batter’s turn, before the first pitch to the next batter, the batter who should have batted is called out.
5. Improper batter is removed from base if he is on as a result of action.
6. If a pitch is made to the batter following an improper batter, the action is legal and play proceeds as if he were the proper batter.

The following are a few play situations:

1. Batter number three bats in place of number two with a count of three and two. The defensive team appeals that the wrong batter is at bat: **Remove batter number three and place number two at bat. The count on number two batter is three and two.**
2. Batter number three is at bat with a count of three and two. The team at bat discovers the error and replaces him with number two who is the proper batter: **Legal-team at bat has the privilege.**
3. With two outs, batter number three is batting when number two should have, runner on first is thrown out while trying to steal second. Batter number two comes to bat at the beginning of the next inning: **Legal-batter number two would still be the correct batter.**
4. Batter number three bats incorrectly when number one should have and he gets to base, batter number two strikes out, batter number four singles. The defensive team appeals saying batter number three should have batted after number two: **Legal-improper batter is on base legally due to lack of proper appeal by defensive team; therefore, he is passed over in batting order and the batter following him becomes the proper batter.**
5. Batter number four is batting when number three should have been, runner on first

steals second as batter number four strikes out. Appeal is made before the next pitch or play: **Batter number three is out and runner is allowed to remain on second base. Number four is now the correct batter.**

6. With a runner on first, batter number four bats incorrectly in place of the number three batter, batter number four singles advancing the runner from first to second. The defense appeals: **Batter number three is out; batter number four is removed from first base and becomes the proper batter. The runner must return to first base.**

When an appeal is made by tagging a runner or a base, three situations which may occur are:

1. Runner leaves the base before a fly ball (or line drive) is caught and fails to return before he or the base is tagged.
2. Runner misses a base while advancing or returning to a base.
3. Runner fails to return to first immediately after overrunning or over-sliding the base.

The following are some play situations:

1. Runner on third leaves the base as the outfielder juggles a fly ball. He then he gets control of the ball making it a legal catch and throws to third base for the appeal: **The runner is not out, he may leave the base as soon as the ball is touched.**
2. Runner on first rounds second on a long drive to the outfield, the fielder makes a diving catch and the runner does not touch second base on the way back to first. An appeal is made at second base: **Runner is out.**
3. Runner on first rounds second base on a ball hit over the fence down the third base line that goes foul by inches. Runner goes directly to first, not retouching second base. An appeal is made at second base: **Runner is not out, ball is dead.**
4. Batter overruns first base on a base hit. He turns to his left but no attempt is made to go to second. An appeal is made: **Runner is not out, he may turn either way.**
5. With bases full, the batter hits an inside the park home run, the third baseman calls the ball and touches the base: **Make no call, defense must state which base runner missed.**
6. Batter hits an inside the park home run. After scoring, a runner who had been on first scored ahead of him. The runner scoring from first missed third base. He then goes back to touch and stays on third: **Umpire should order runner to vacate third base and, if defense makes an appeal, runner is out.**
7. Batters gets a triple but does not touch first base, ball is thrown from a fielder to the first baseman who makes the appeal, batter-runner is called out. Manager of offensive team protests the game because the ball was not returned to the pitcher so that he would have to go to the rubber before an appeal: **Call by umpire is correct, ball doesn't have to be returned to pitcher unless time has been called.**
8. Defense appeals at third base, then appeals at second base: **Legal**

Obstruction

Obstruction occurs when a fielder impedes the progress of a runner without having the ball or is not fielding a batted ball.

Some possible situations:

1. Catcher blocks the plate, runner trying to score collides with catcher, catcher then catches

ball and tags runner before he is able to touch plate: **Obstruction is called, runner scores and the ball is dead.**

2. Runner on first rounds second, neither he nor shortstop see each other and there is a collision: **Play continues until completed, then call time and award runner the base you feel the runner would have reached had no obstruction occurred. If runner purposely caused contact, he would not be entitled to any award.**

3. Runner is in a run down between third and home. While running back to third, he collides with a fielder who doesn't have the ball: **Runner awarded home, runner allowed at least one base beyond last base legally touched.**

Defensive Interference

Occurs only when the defense hinders the batter or prevents him from hitting a pitch.

Some play situations to consider:

1. With a runner on first, catcher tips bat as batter swings, runner on first trying to steal second is put out: **Runner is awarded second, batter goes to first.**

2. Runner on first, catcher tips bat as batter swings and hits safely but runner on first tries for third and is tagged out: **Since both advanced at least one base, interference is ignored and runner is out at third.**

3. Runner on third, interference with batter occurs, runner scores as result of batter thrown out at first: **Team at bat may choose to take play. If they choose the interference, it would be enforced, the runner will remain at third and the batter will be given first.**

4. Runner on second attempts to steal third, catcher interferes with batter, batter is put out at first: **Because runner on second was attempting to steal, runner is awarded third base and the batter is awarded first.**

5. Batter attempts to bunt the runner home from third on a squeeze play. Catcher interferes with batter, then catches ball and tags runner out: **Batter awarded first, runner allowed to score, pitcher charged with a balk.**

Offensive Interference

An act by the team at bat which confuses, hinders or interferes with the defense in making a play. Does not require contact!!

Some possible situations:

1. Runner on second has to jump the batted ball to avoid being hit by batted ball, shortstop fumbles ball: **Ball's in play, no interference.**

2. Runner on second hesitates in front of batted ball until it almost hits him then continues to third: **Runner is out, batter is placed on first, ball is dead.**

3. Runners on first and second, shortstop is in double play position, runner at second deliberately runs into shortstop: **Runner is out, batter is out, no other runner may advance.**

4. Runner on second base, batter swings and misses, catcher attempts to throw to third base to retire runner trying to steal, ball hits batter's helmet and rebounds: **Ball remains in play, runner may advance at own risk.**

5. Catcher attempts to throw out a runner stealing second base, umpire touches catcher's arm while giving strike signal and ball is thrown in outfield: **Runner must return to first.**

6. Pitcher dives at batted ball as it streaks by him, ball hits umpire standing behind him:

Ball is dead, batter awarded first and no runner advances unless forced.

7. While umpire is standing behind pitcher, ball is deflected into umpire: **Ball is in play.**

Running out of base line

This is the most misunderstood situation in baseball. The runner may run anywhere except while running the last half distance from home plate to first:

- A. Must not interfere with a fielder taking a throw at first base while outside the three-foot line or inside the foul line.
- B. Must not run more than three feet away from a direct line between bases to avoid being tagged.

Some possible situations:

1. Runner on third base is trapped while attempting to score, runs around catcher standing in baseline, catcher extends his arms trying to touch runner: Runner's out, leaving base line to avoid tag and is judged by umpire to be more than three feet out of base line.
2. Batter bunts ball down first base line and is hit in back by ball thrown by catcher while running inside base line: Runner is out and, if a runner is on base, he must return to the base occupied prior to play.
3. Runner, while standing on second base, is hit by a high pop fly: Runner is out and the batter is awarded first.

Illegal Pitch

A pitcher who delivers a ball to the batter while his pivot foot is not in contact with the rubber, quick pitch or violation of rule 8:02.

The Pitcher shall not:

1. Bring his pitching hand in contact with his mouth or lips in the 18-foot circle surrounding the pitching rubber. **Exception-when both managers can agree to allow blowing on the hands during cold weather.**
2. Apply a foreign substance of any kind to the ball.
3. Spit on ball, hand or glove.
4. Rub ball on his glove, person or clothing.
5. Deface ball in any manner.
6. Deliver what is called "shine ball," spit ball," "mud ball" or "emery ball."

If a pitcher makes an illegal pitch with no one on base, it is a ball. If a runner is on base and an illegal pitch is made, it is a balk.

The following are situations where a **balk** is called:

1. A runner on third base breaks for home and the pitcher stops his motion.
2. Runner on base, the batter steps out of the box and pitcher stops his motion.
3. Runner on first base takes off running to second and the pitcher steps toward first but does not throw ball.
4. Left-handed pitcher lifts legs and rotates so that his foot or knee is behind the line between pitcher's rubber and first base.
5. Pitcher delivers the pitch from "Set Position" without coming to a stop.

6. Pitcher straddles the rubber while an infielder has the ball for the purpose of using a hidden ball play.
7. Pitcher parts hands after assuming the set position.
8. While touching rubber and taking the sign, the pitcher drops the ball.

The Pitcher, after coming to a set position, can only do one of the following:

1. Deliver the ball to home plate.
2. Back off the rubber with his pivot foot.
3. With runner on first, step to first and throw there.
4. Step to second or third and throw there or back to first when there is a runner on all these bases.



**Yogi Berra stealing home – 1947
American Legion Regional
Tournament – Hastings, NE**

Ground Rules

Special rules which cover unusual situations not covered by the regular rules.

Ground rules made contrary to playing rules should not be made and it is up to the umpire in chief to see that this does not happen.

A sampling of a few unusual situations:

1. Managers fail to exchange batting orders:
The rulebook calls for the exchange of batting orders. **If this is not done, the batting order in the official score book is official.**
2. Shortstop moves back and forth by second base to distract the hitter: **Remove short-stop from game.**
3. When a player is injured and a team can field only eight players: **Game is forfeited.**
4. Throw to first base in an attempt to throw out the runners and throw hits first base coach: **Ball is alive unless coach intentionally gets in the way of the throw.**
5. Runner trying to steal home and is hit by the pitch: **Runner scores, ball is dead, and, if runners are on base, they advance one base beyond the base they occupied before the pitch.**

6. Pitched ball hits ground and batter hits fair ball: Ball is in play.
7. Two runners on second base: The first runner is entitled to the base, the runner who is entitled to the base cannot be forced off the base by a teammate.

Tips for you to remember

1. Make a habit of studying the temperament of the players.
2. You are engaged in a fine profession.
3. Work on the theory that fans come out to see the players perform, not the umpire officiate.
4. Don't abuse your authority, use diplomacy.
5. Run your ball game, but don't overrun it.
6. Begin each game as a new ball game. Remember you cannot be vindictive and survive.
7. Never alibi, give the game your best.
8. Treat every player as a gentleman as long as he gives you the same consideration.
9. Umpiring is a serious business but don't go on the field as if you were on trial for your life.
10. A smart and efficient umpire does not insist on having the last word. You should end an argument in a way that would not have you put someone out of the game.
11. Don't call plays too quickly.
12. Anticipation will get you in big trouble.
13. Never lose sight of the ball.
14. Stay out of the fielder's way as you move into position to make a call. The player who fails to make a play would like to have a chance to blame the umpire for his inability to make the play.
15. A Good Umpire is an angle man and always tries to be ahead of the play at all times.

**There is no soft spot in a ball game —
You cannot afford to relax on any pitch or play!**

One Day the Devil challenged the Lord to a baseball game.

With an evil grin the Devil said, "You don't have a chance, I have Babe Ruth, Mickey Mantle, and all the greatest players down here."

"Yes," chuckled the Lord, "but I have all the umpires."

Section IV

Umpire Positioning and Mechanics

The diagrams on the following pages are examples for 2, 3 and 4 man mechanics.

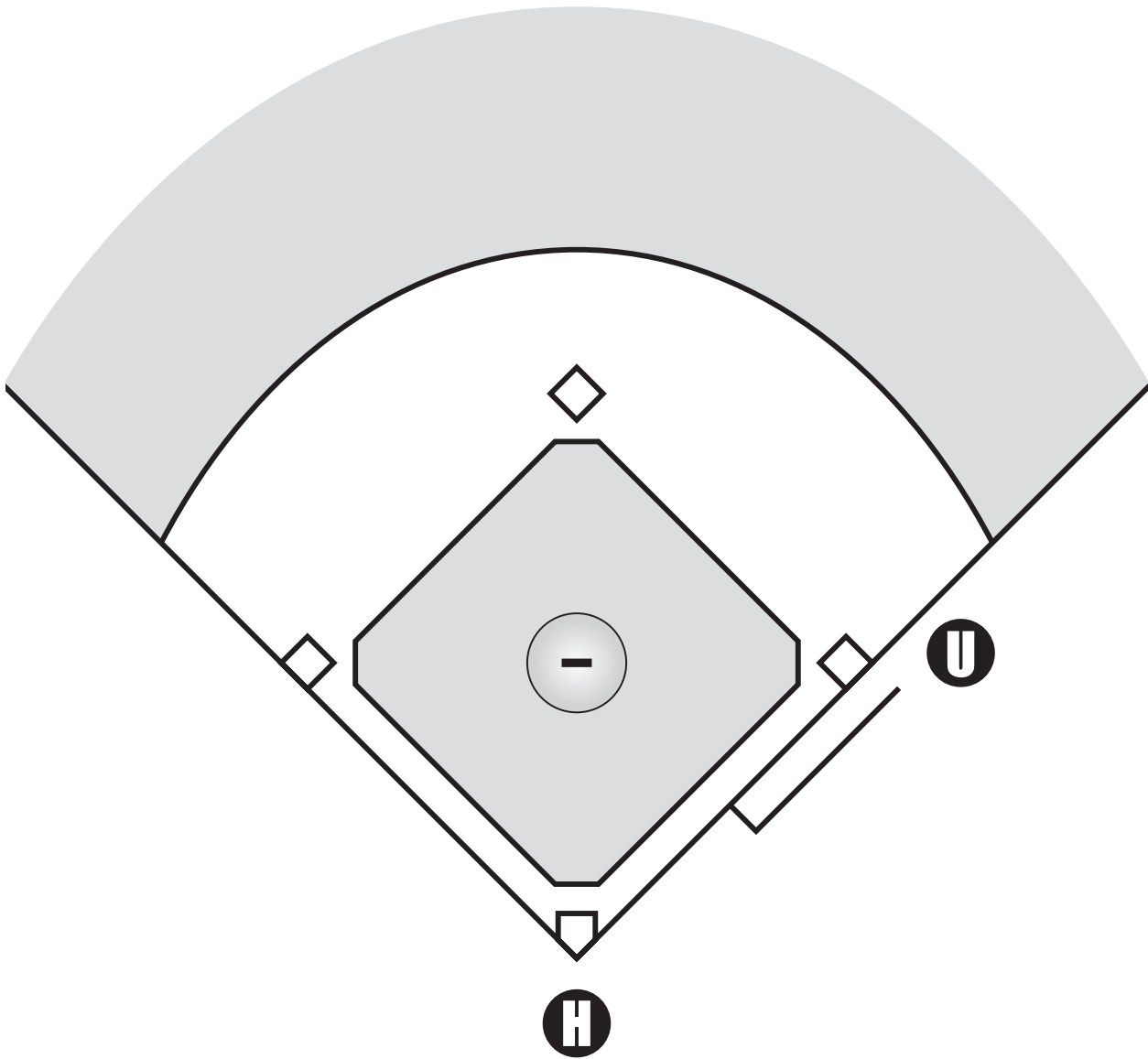
Two - Man Umpire Mechanics Basic Rules

- Number of outs does not dictate anything.
- Communicate your intentions between pitches and during coverage.
- You will be required to rule at more than one base.
- When you go to the outfield, hustle back to help out at vacant base.
- HP Umpire will rule on all fly balls that are not "covered" by 1B Umpire.
- HP Umpire rules on fouls at 3rd and 1st when 1B is in the infield.
- Cover any break down in coverage - HELP OUT!
- Fly balls & line drives that could be trouble must be covered.

Three & Four - Man Umpire Mechanics Basic Rules

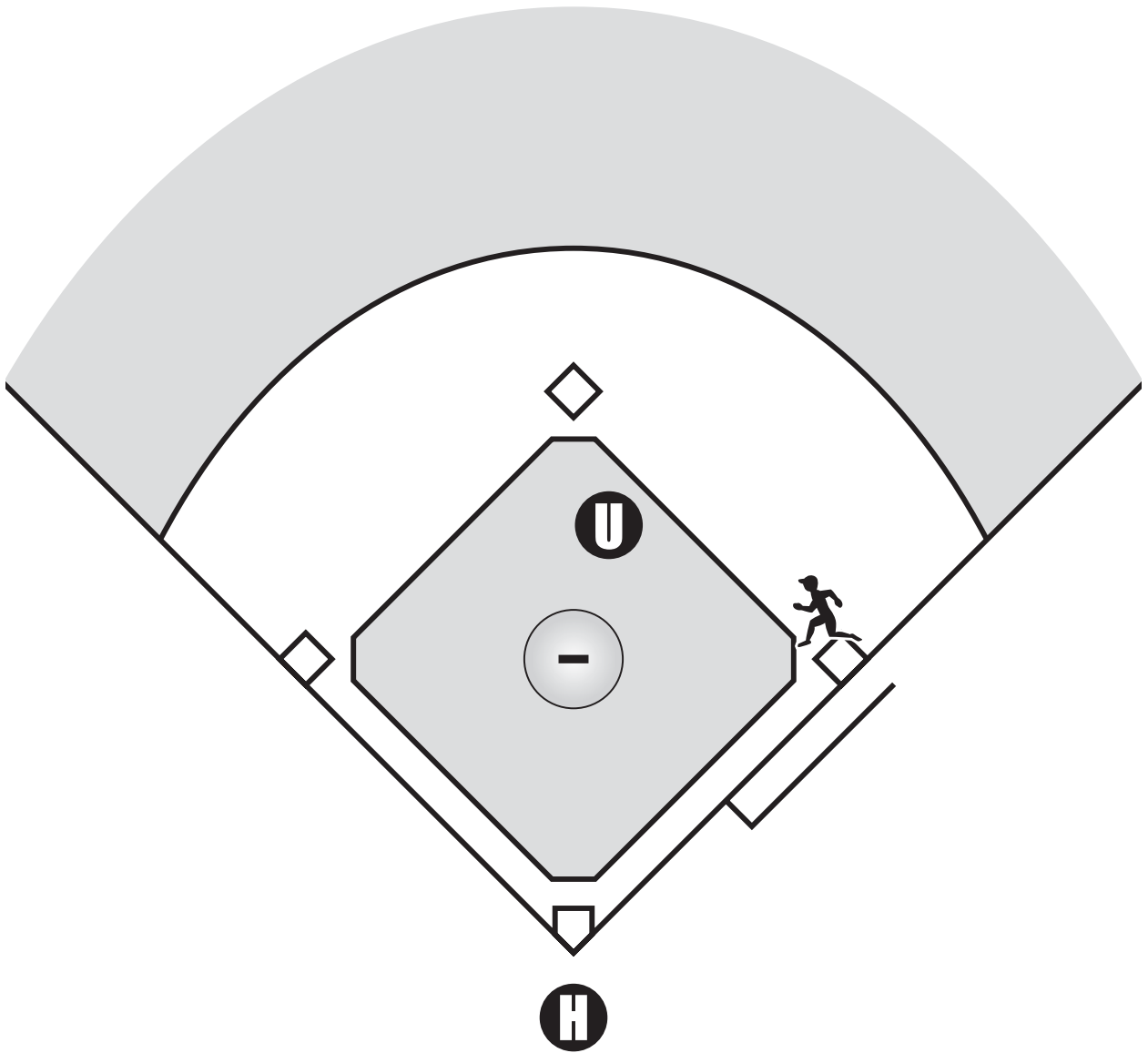
- Generally, rotation is clockwise.
- Fly balls & line drives that could be trouble must be covered.
- 1B is always positioned at 1st base at the start of the pitch.
- Communicate your intentions with fellow umpires between all pitches.
- You will be required to rule at more than one base.
- Always cover the double play with both base umpires.
- When you go to the outfield, hustle back in to help out at vacant base.
- 1B & 3B take all "hot shot" ground balls to 1st & 3rd with help from HP if blocked out. HP rules on all balls down 3rd base line when 3B is at 2nd.
- HP takes "slow roller" to 1st & 3rd with help from base umpires if blocked.
- Cover any break down in coverage - HELP OUT!

No Runner on Base



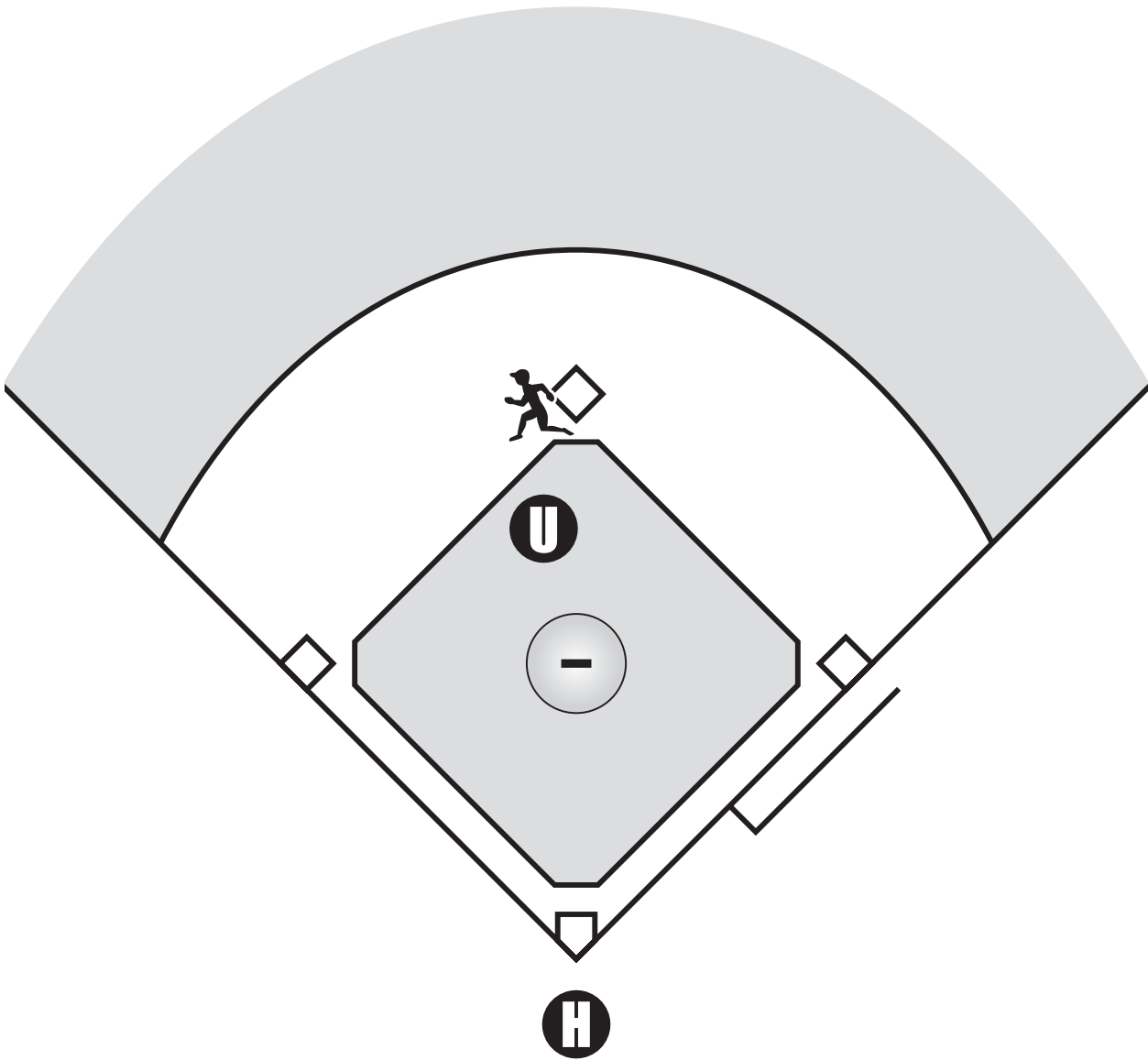
Two-Man Umpire Crew
2U-1

Runner on First Base



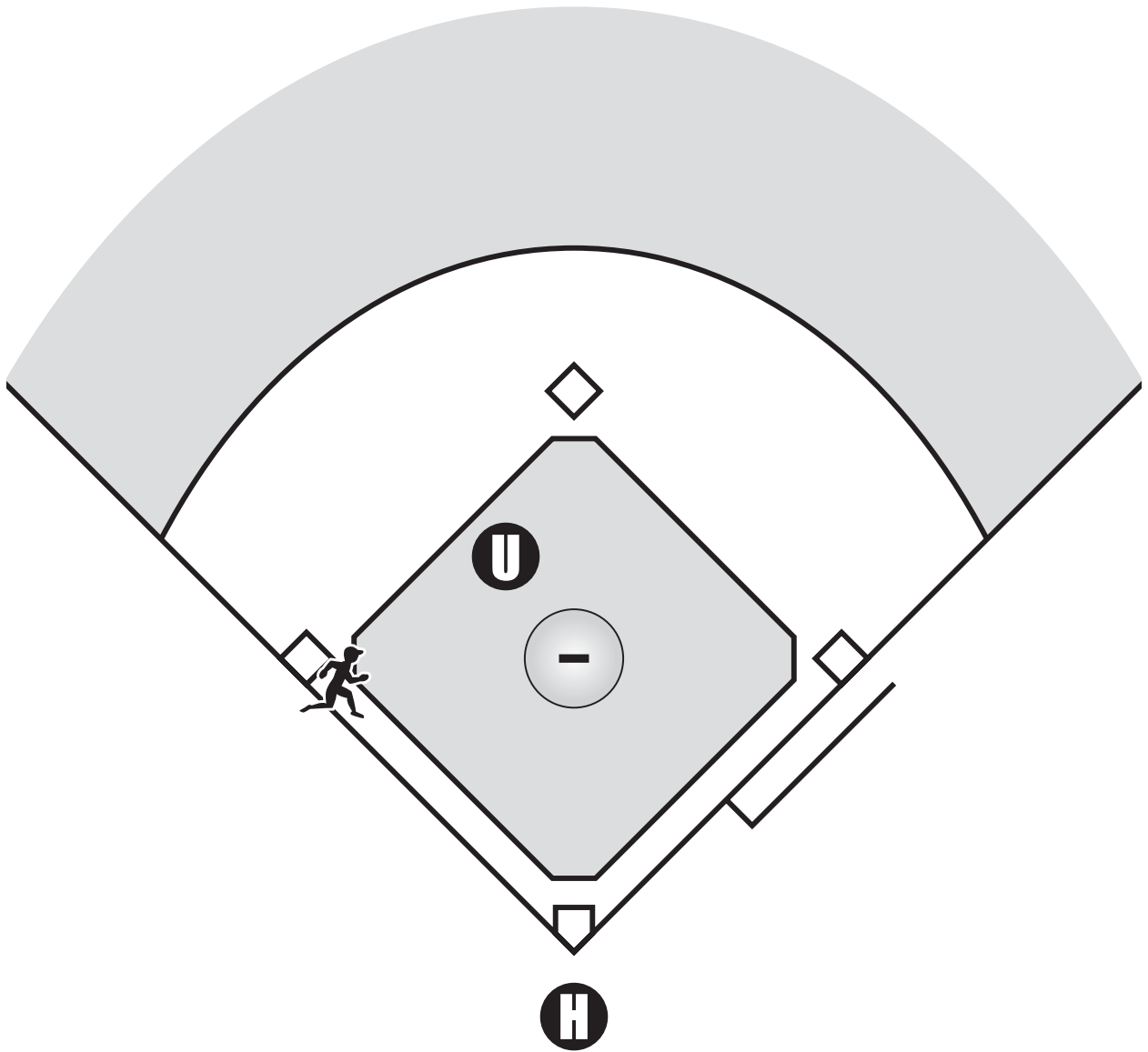
Two-Man Umpire Crew
2U-2

Runner on Second Base



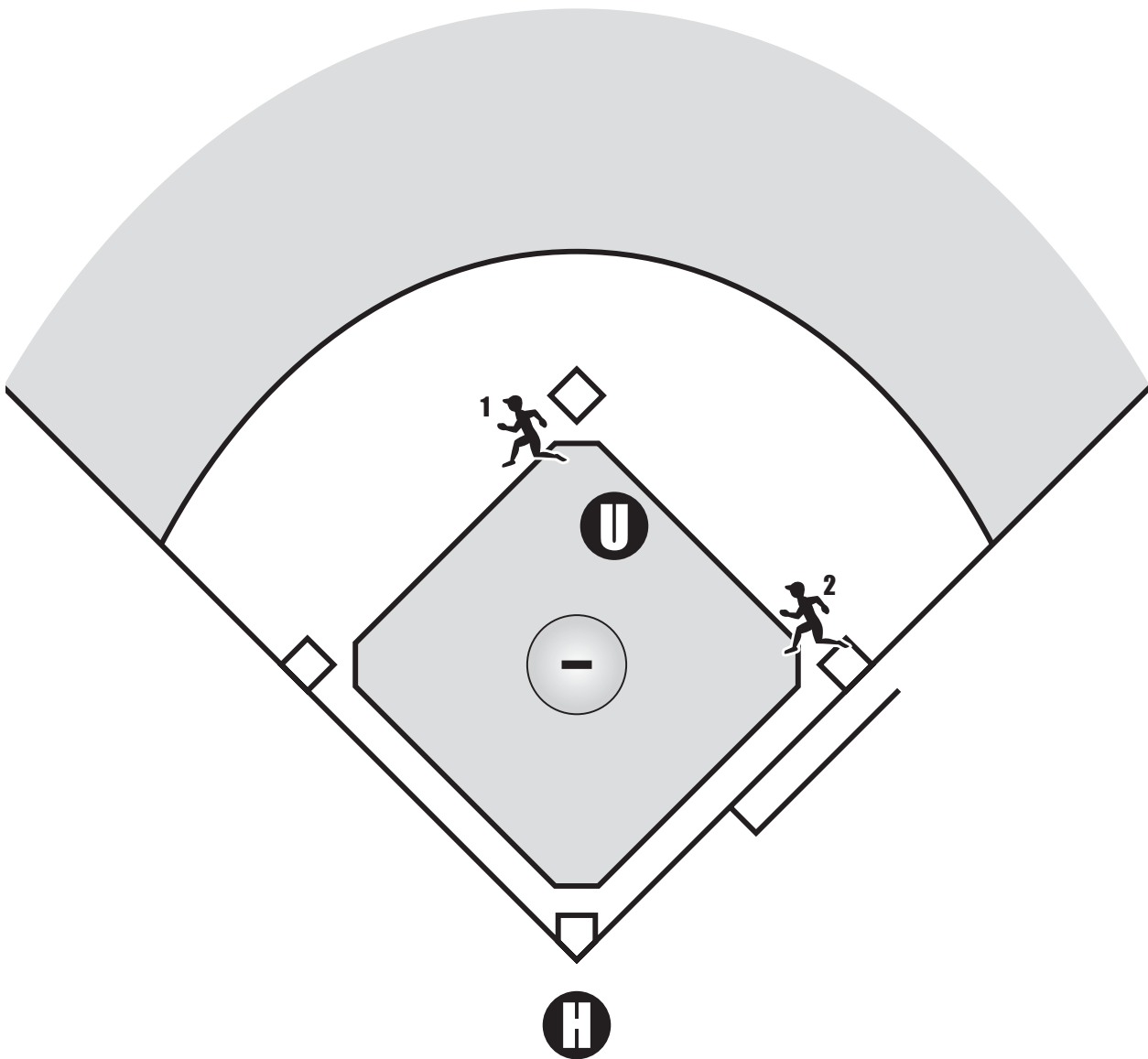
Two-Man Umpire Crew
2U-3

Runner on Third Base



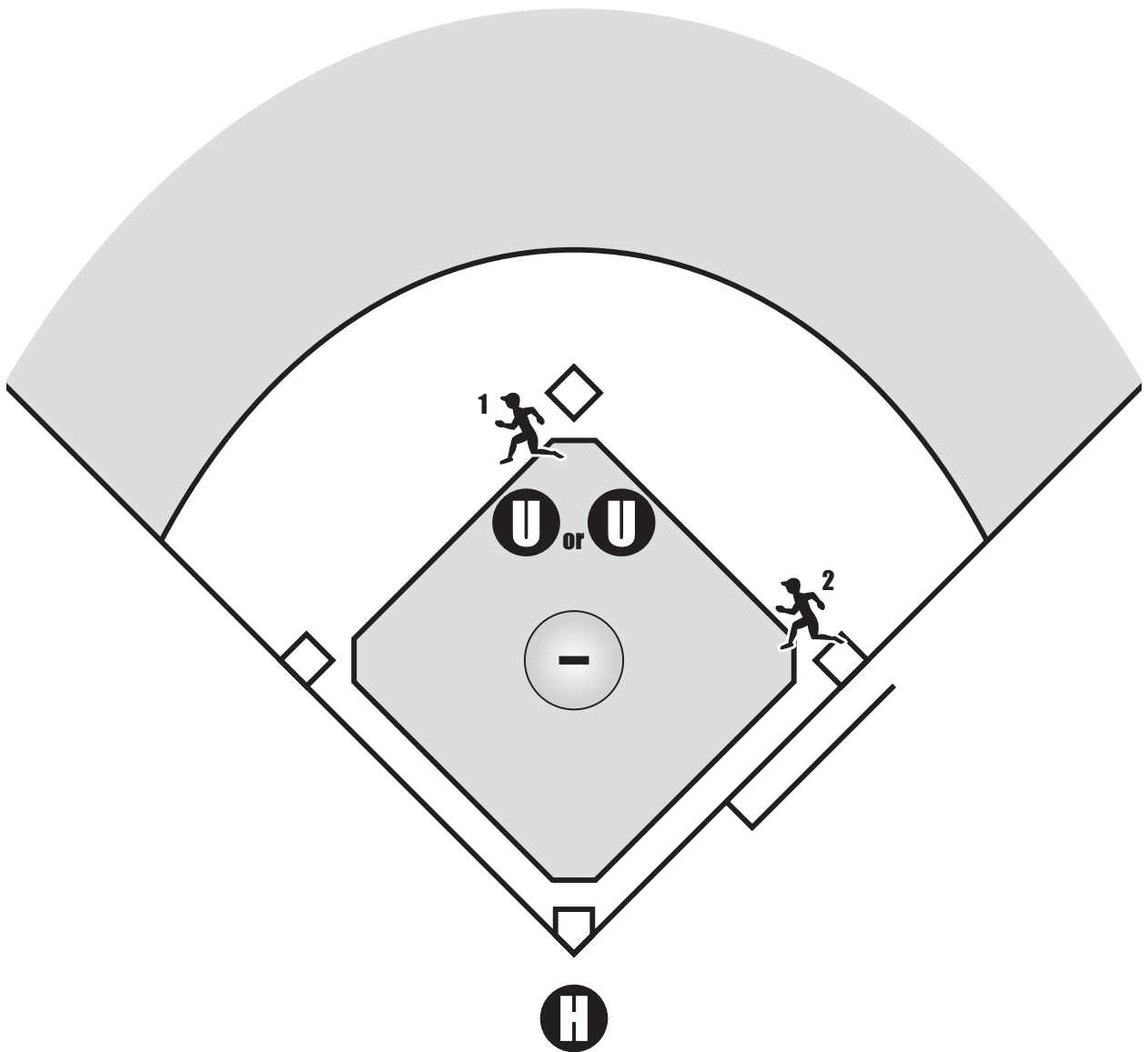
Two-Man Umpire Crew
2U-4

Runners on First and Second, *less than two* outs



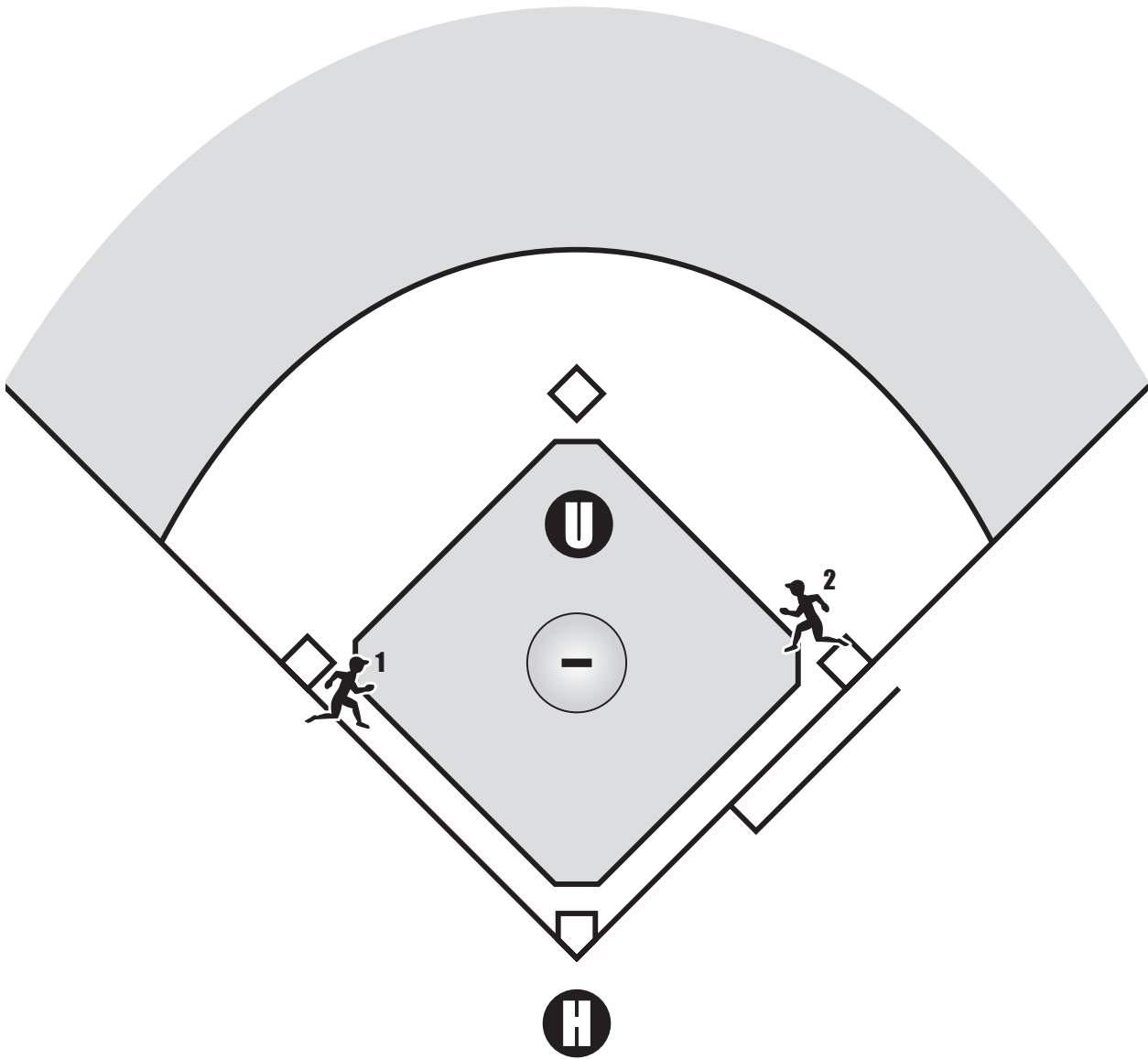
Two-Man Umpire Crew
2U-5

Runners on First and Second, with two outs



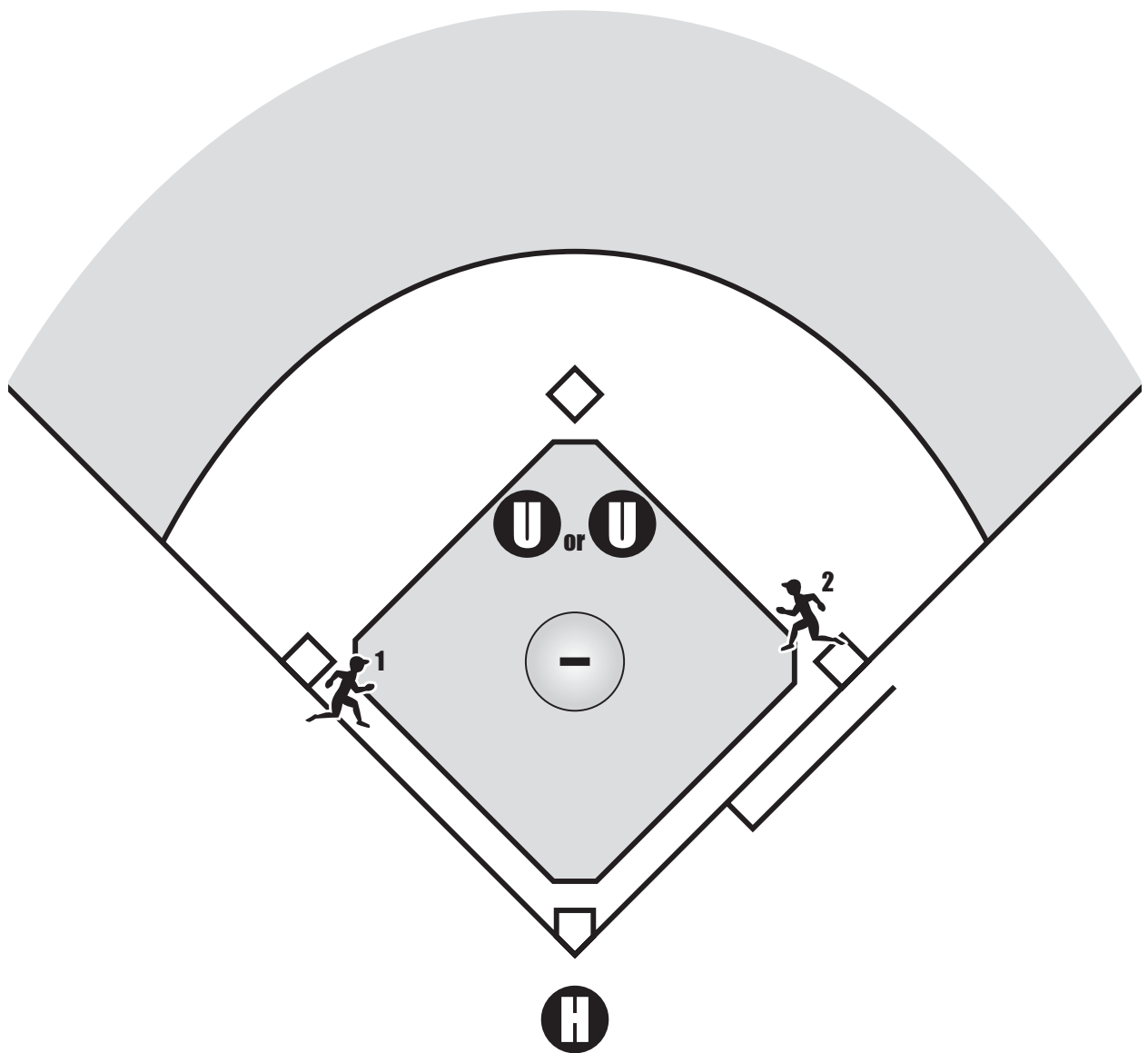
Two-Man Umpire Crew
2U-6

Runners on First and Third with *less than two outs*



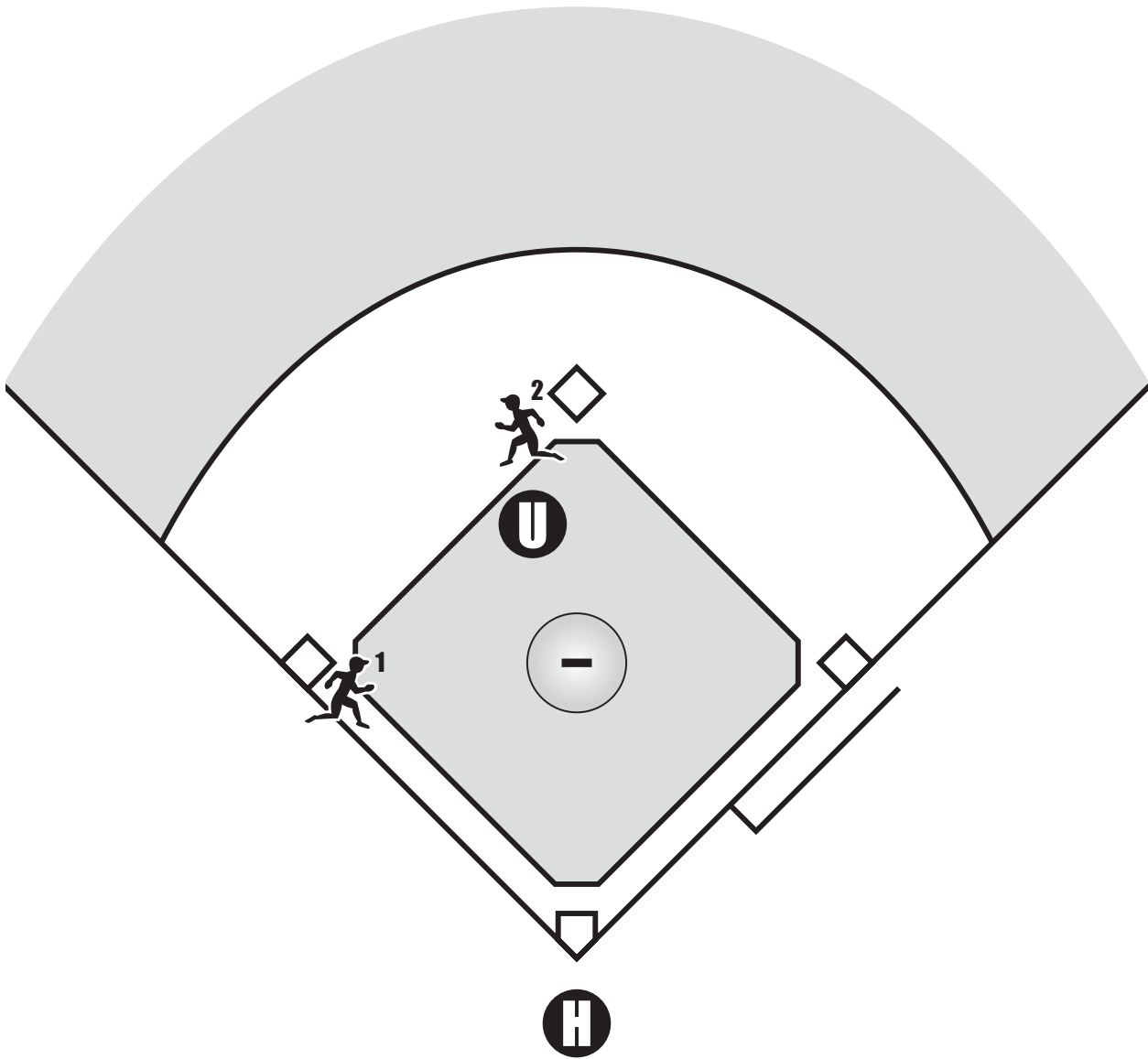
Two-Man Umpire Crew
2U-7

Runners on First and Third with two outs



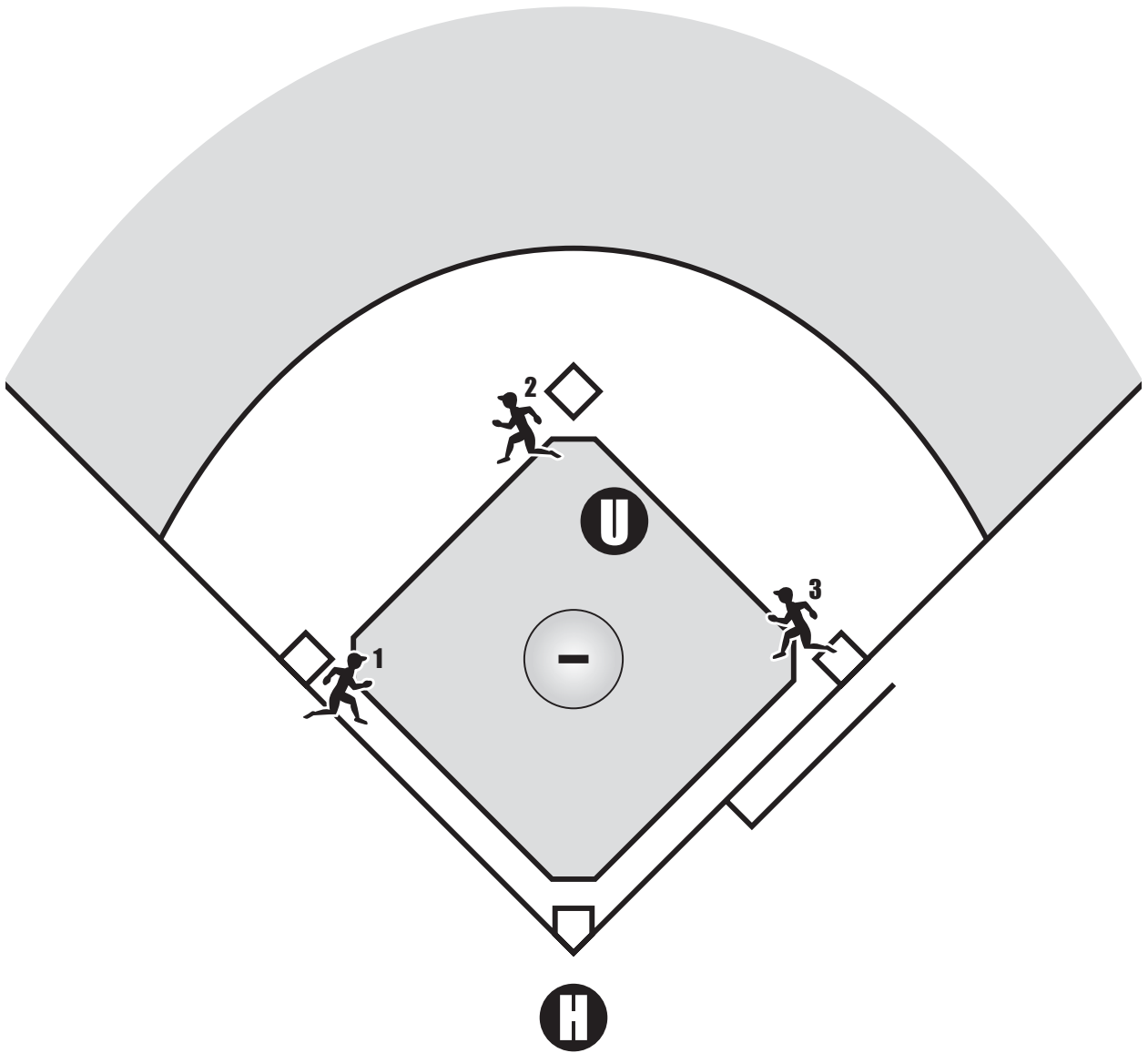
Two-Man Umpire Crew
2U-8

Runners on Second and Third



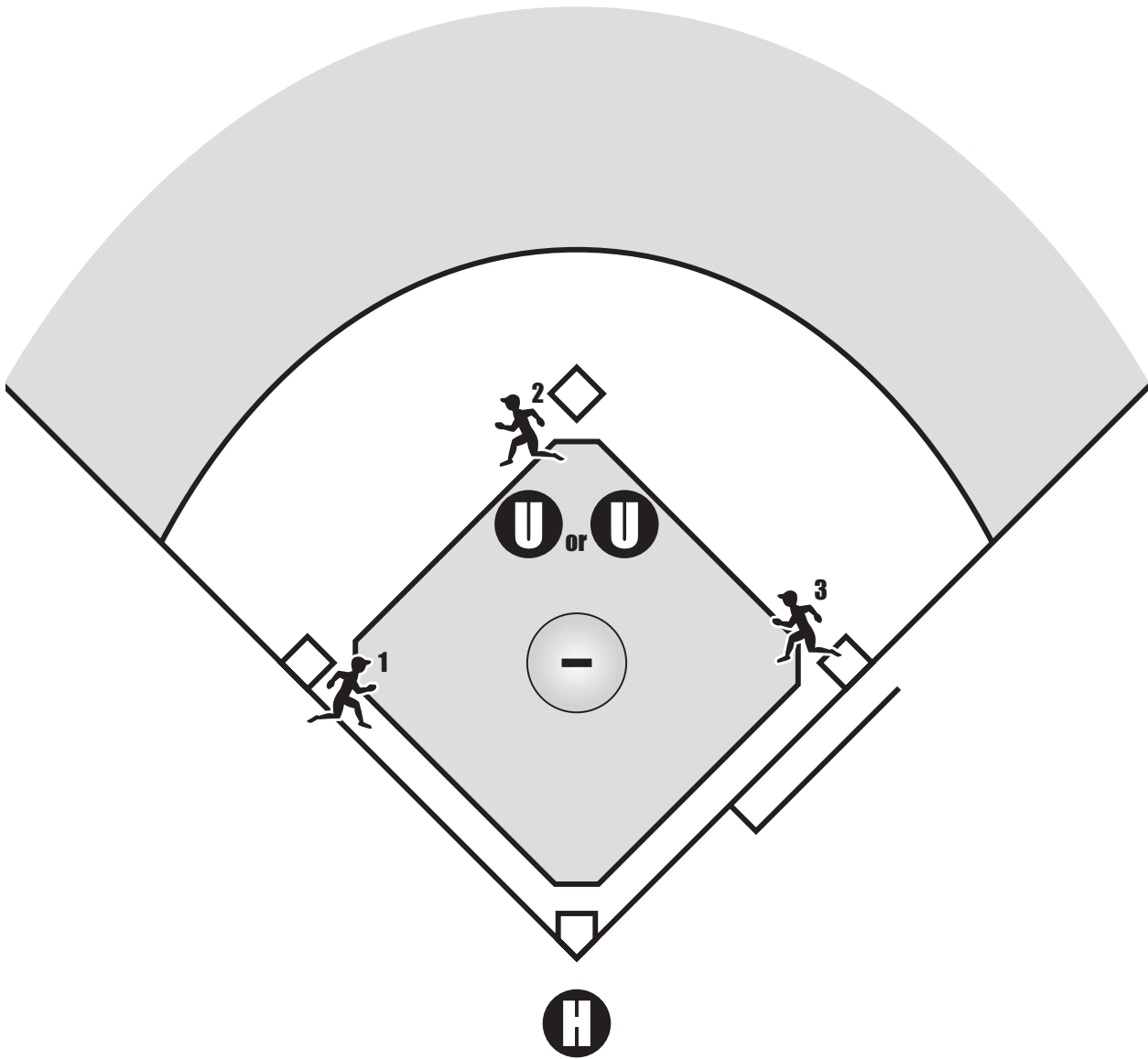
Two-Man Umpire Crew
2U-9

Runners on First, Second and Third with *less than two outs*



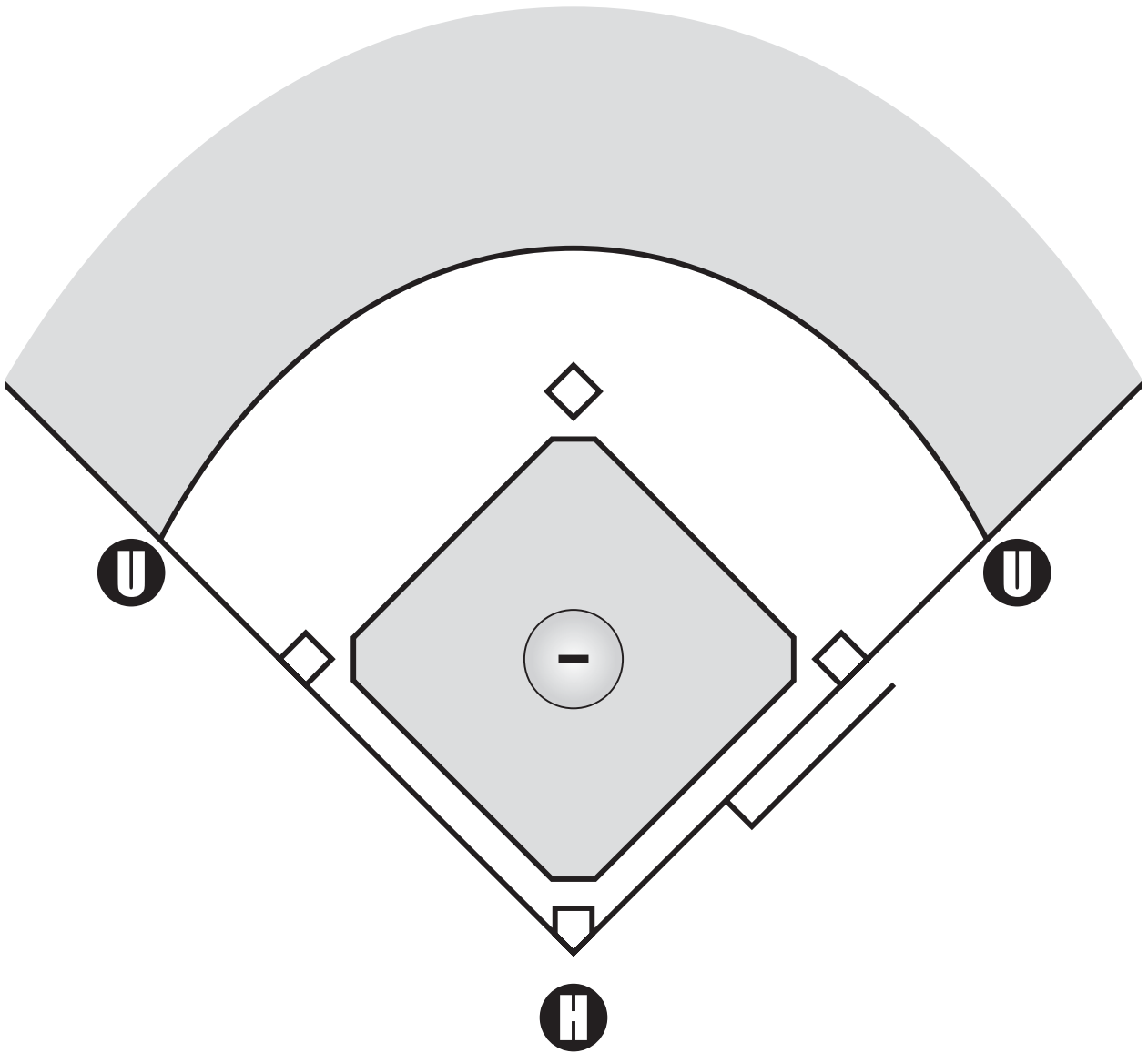
Two-Man Umpire Crew
2U-10

Runners on First and Third with *less than two outs*



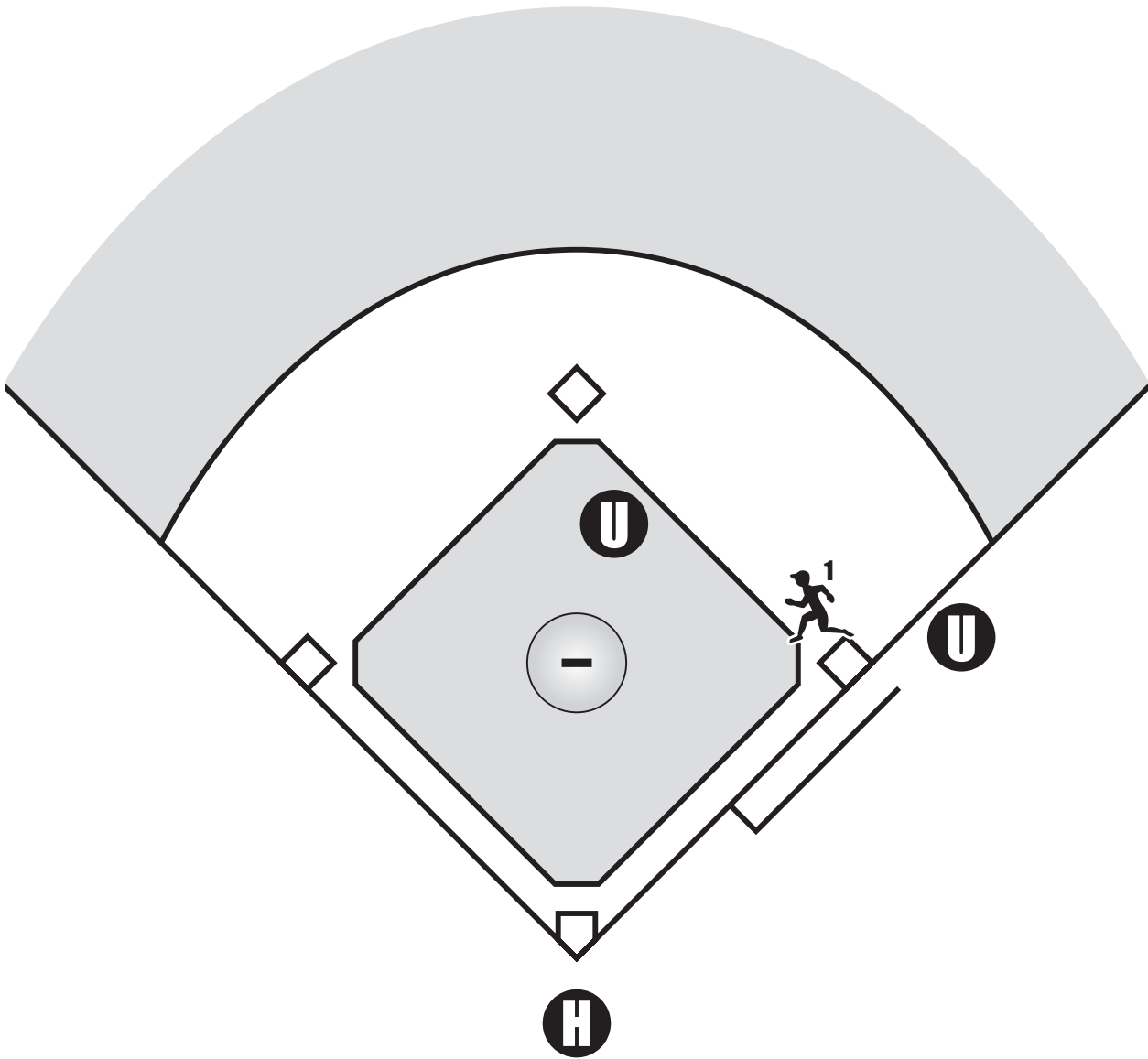
Two-Man Umpire Crew
2U-11

No Runner on Base



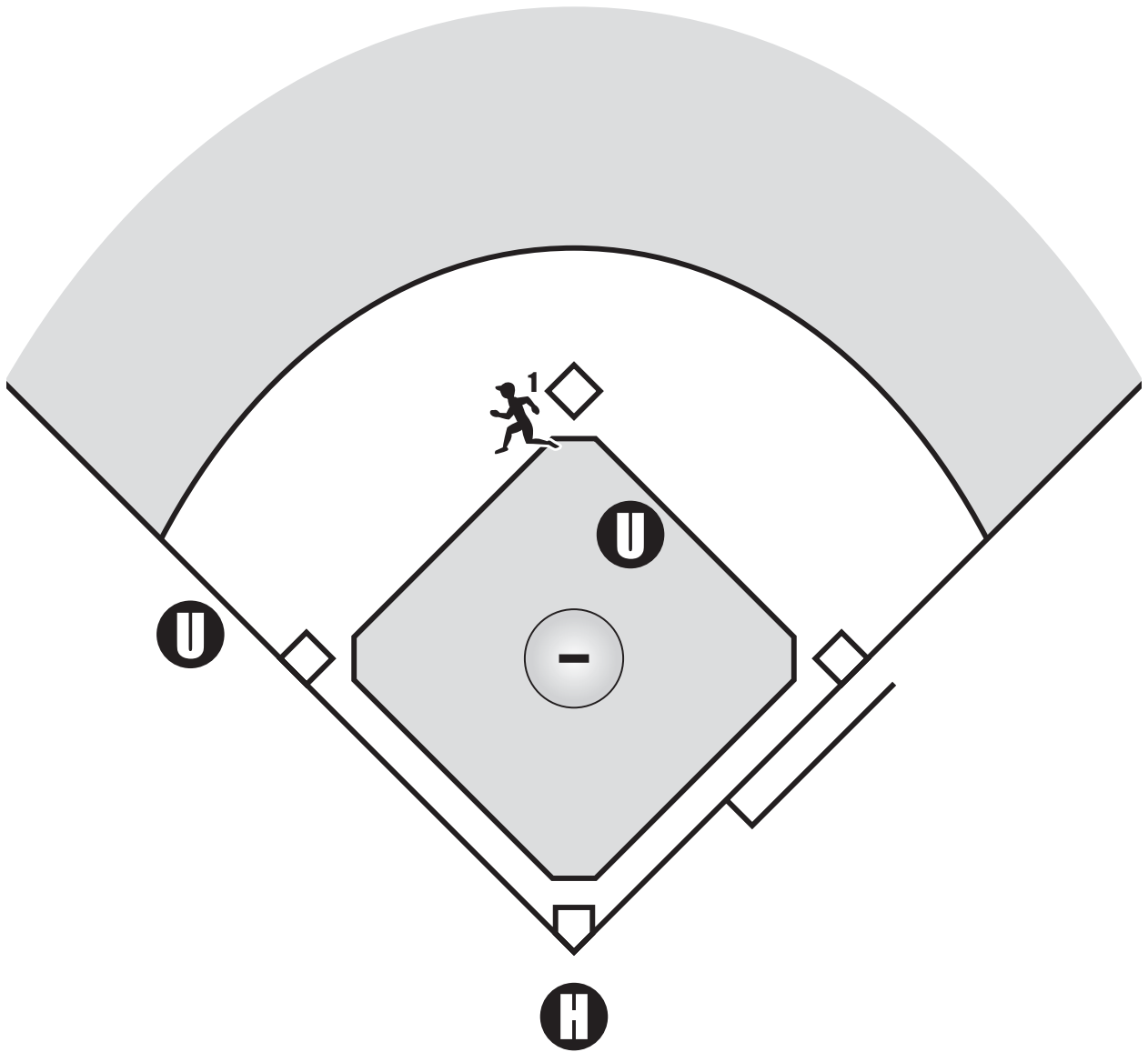
Three-Man Umpire Crew
3U-1

Runner on First Base



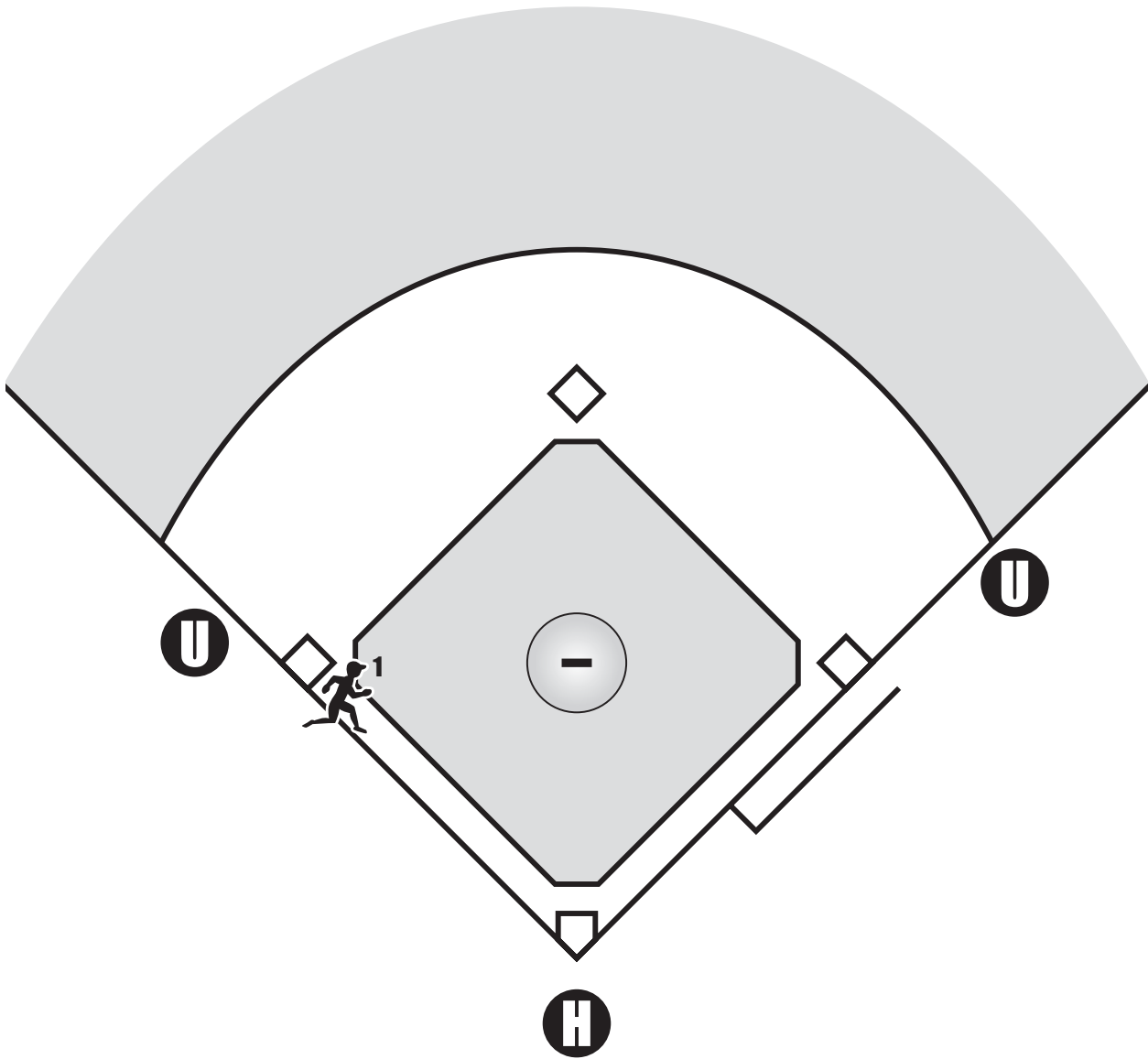
Three-Man Umpire Crew
3U-2

Runner on Second Base



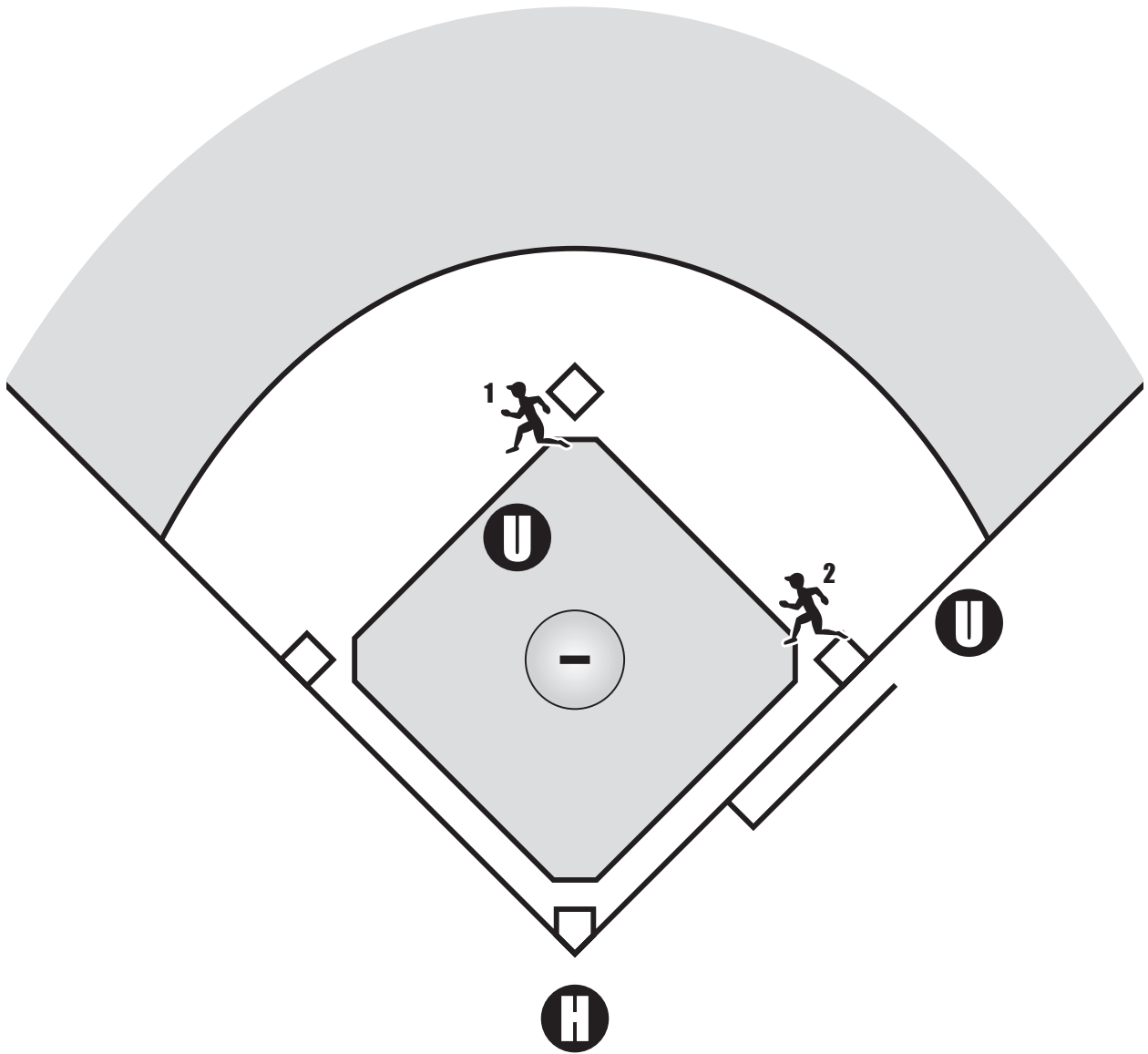
Three-Man Umpire Crew
3U-3

Runner on Third Base



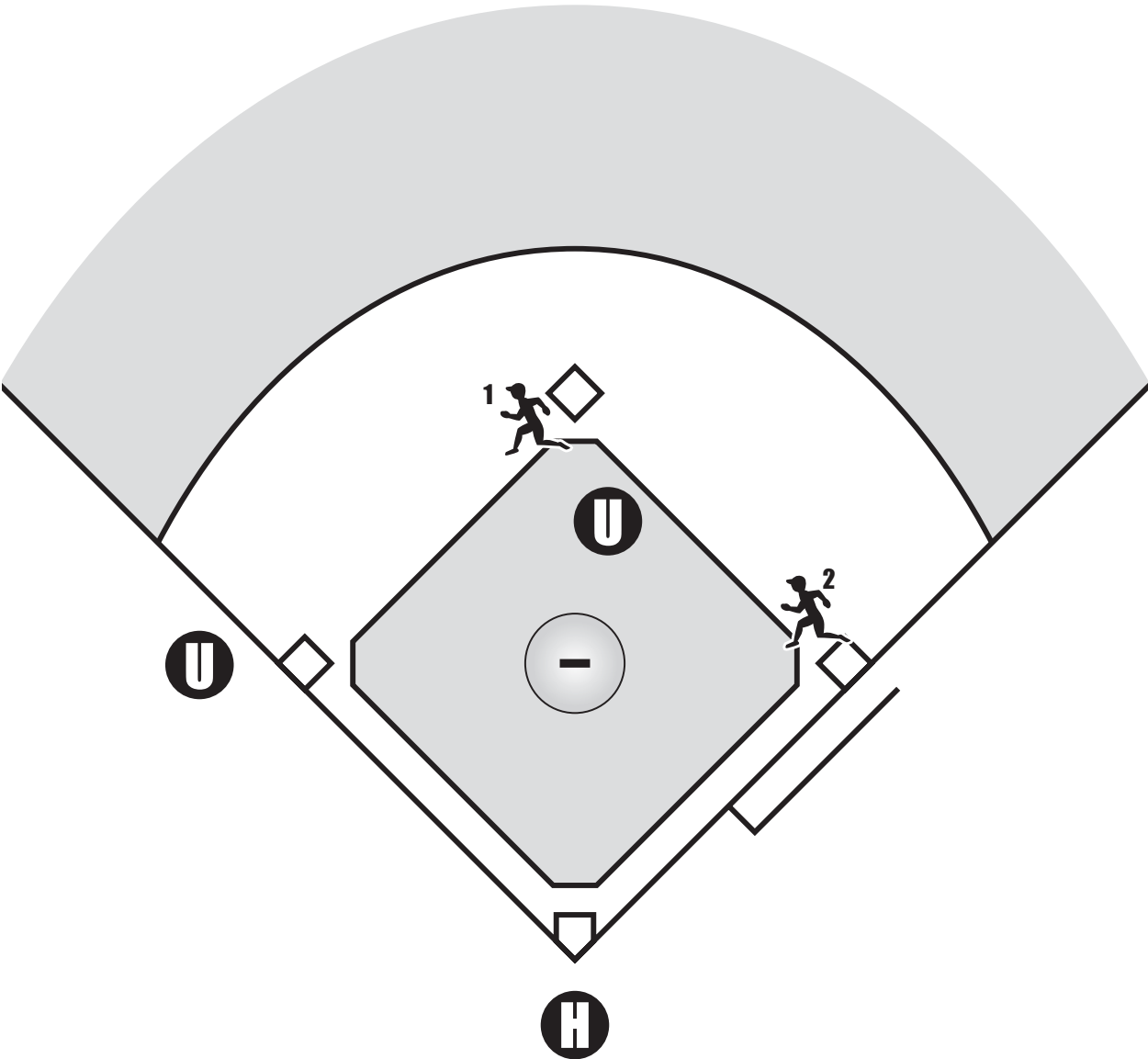
Three-Man Umpire Crew
3U-4

Runners on First and Second with *less than two outs*



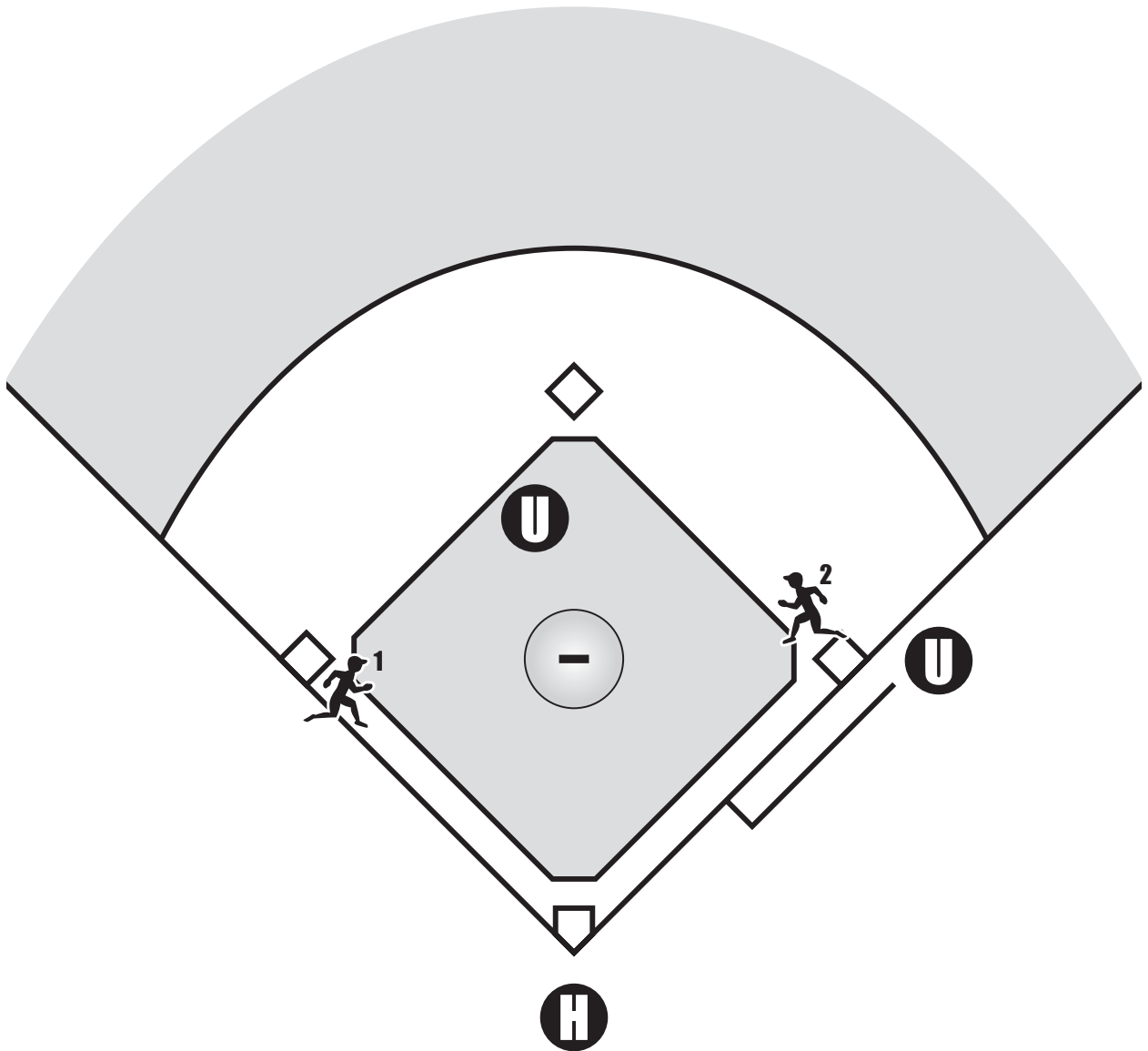
Three-Man Umpire Crew
3U-5

Runners on First and Second with two outs



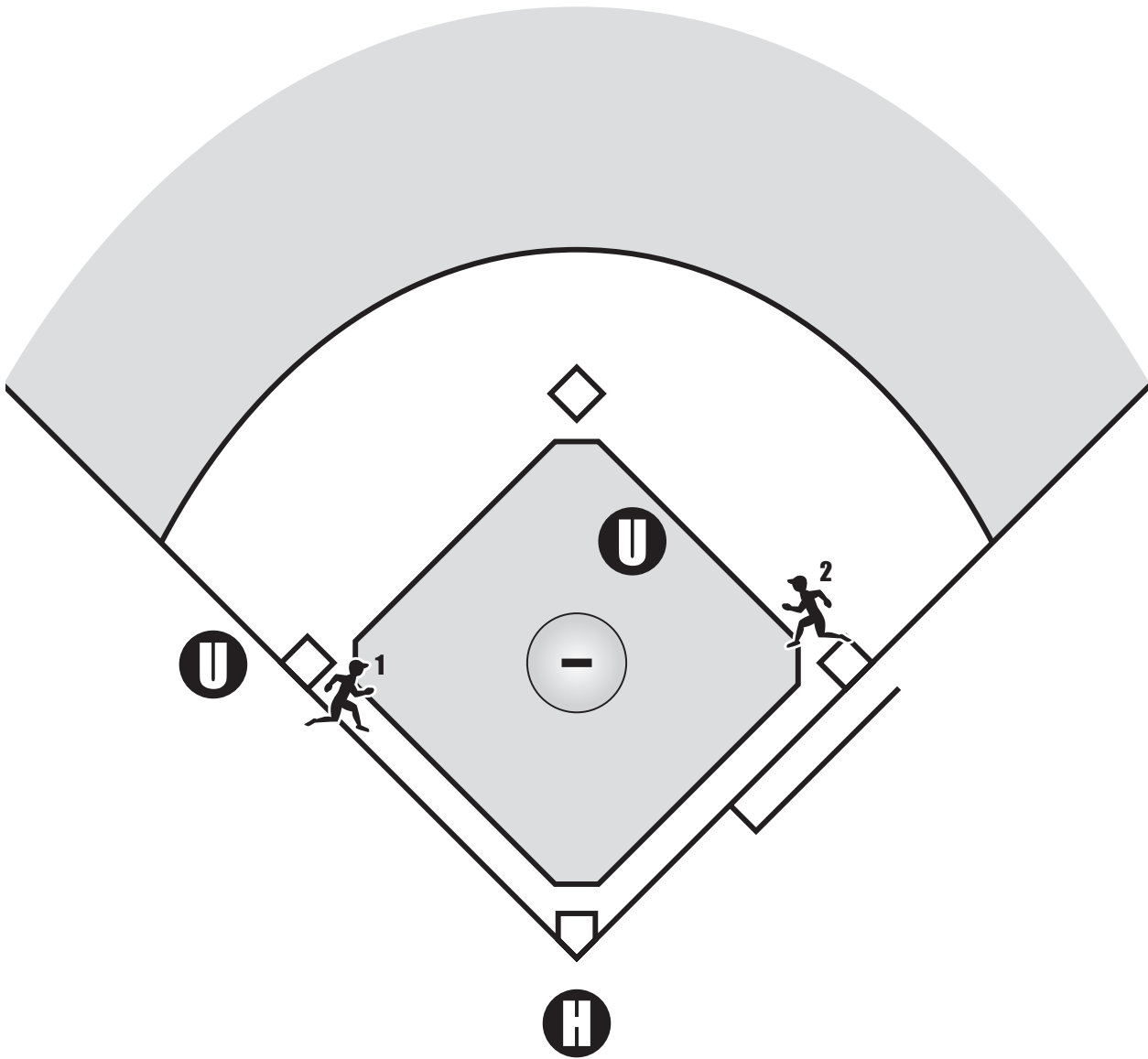
Three-Man Umpire Crew
3U-6

Runners on First and Third with *less than two outs*



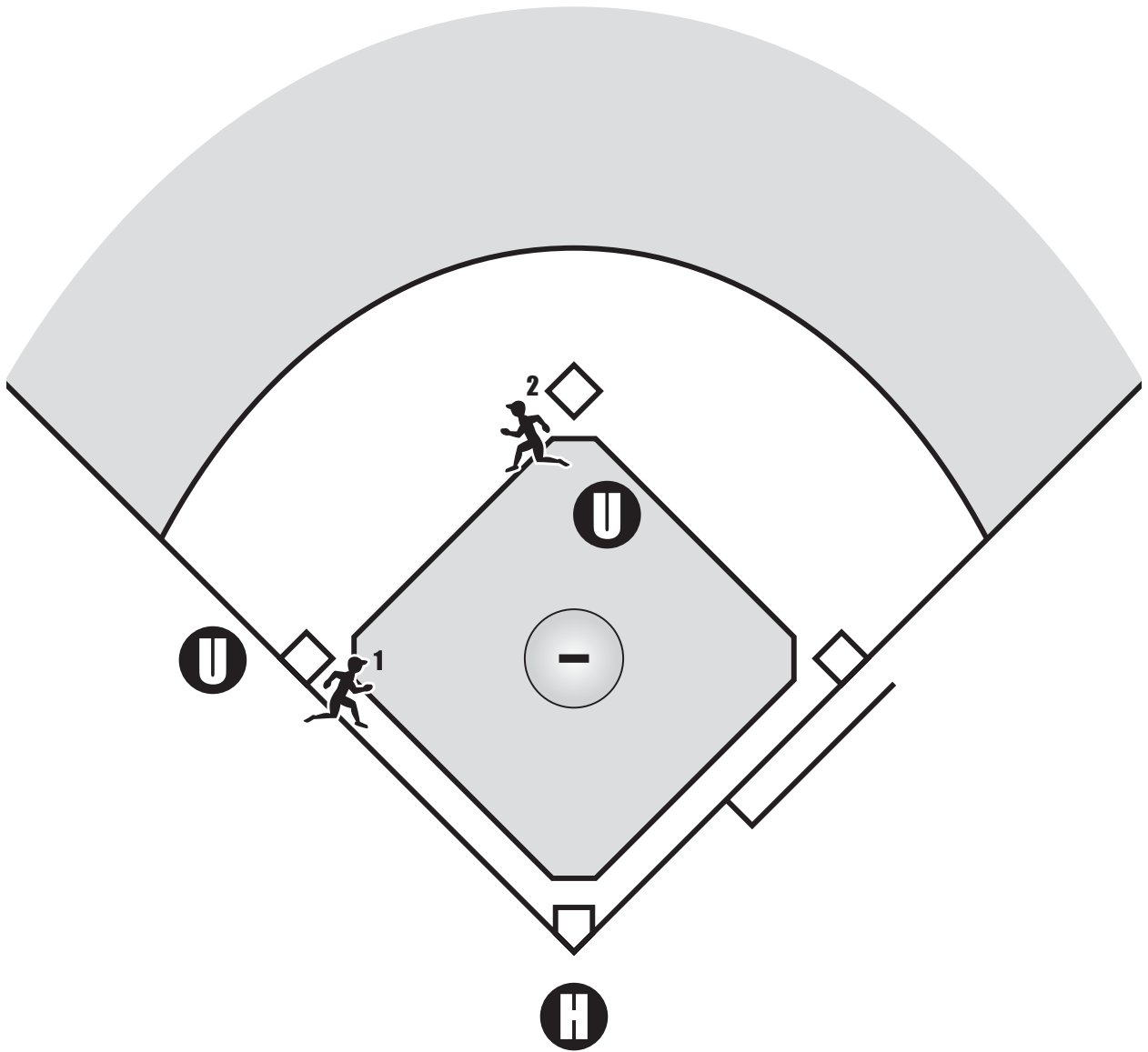
Three-Man Umpire Crew
3U-7

Runners on First and Third with two outs



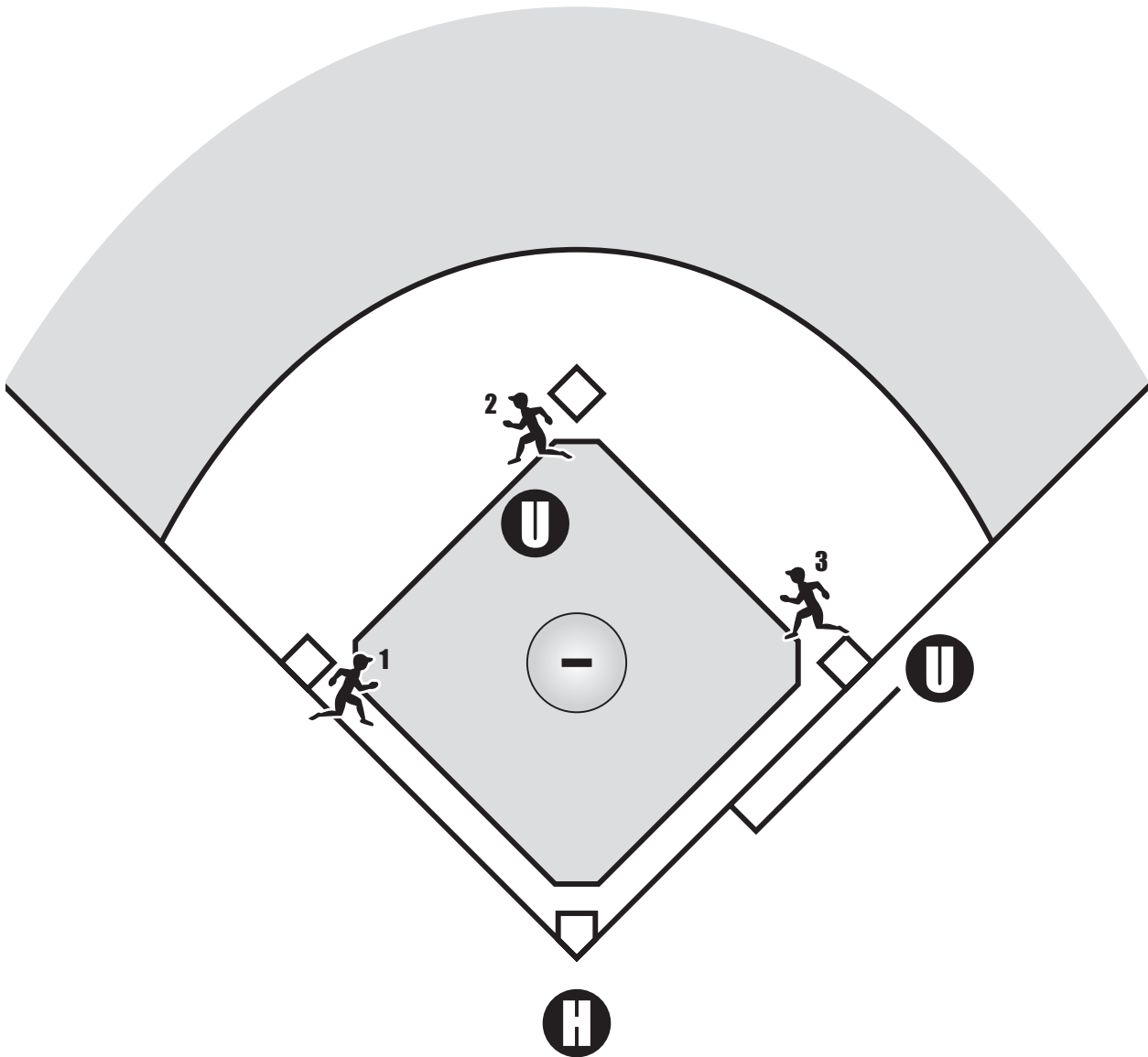
Three-Man Umpire Crew
3U-8

Runners on Second and Third



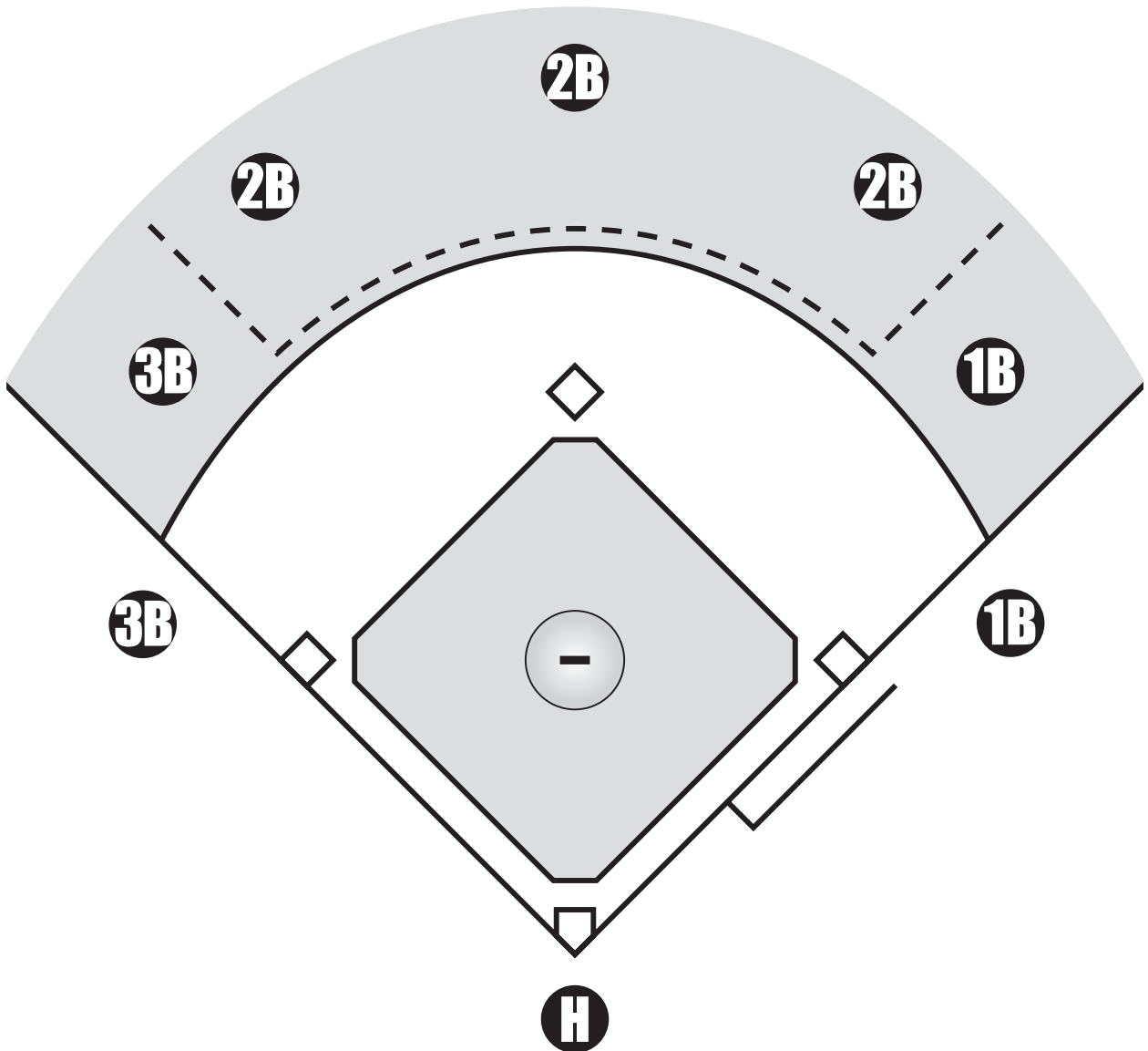
Three-Man Umpire Crew
3U-9

Bases are Loaded



Three-Man Umpire Crew
3U-10

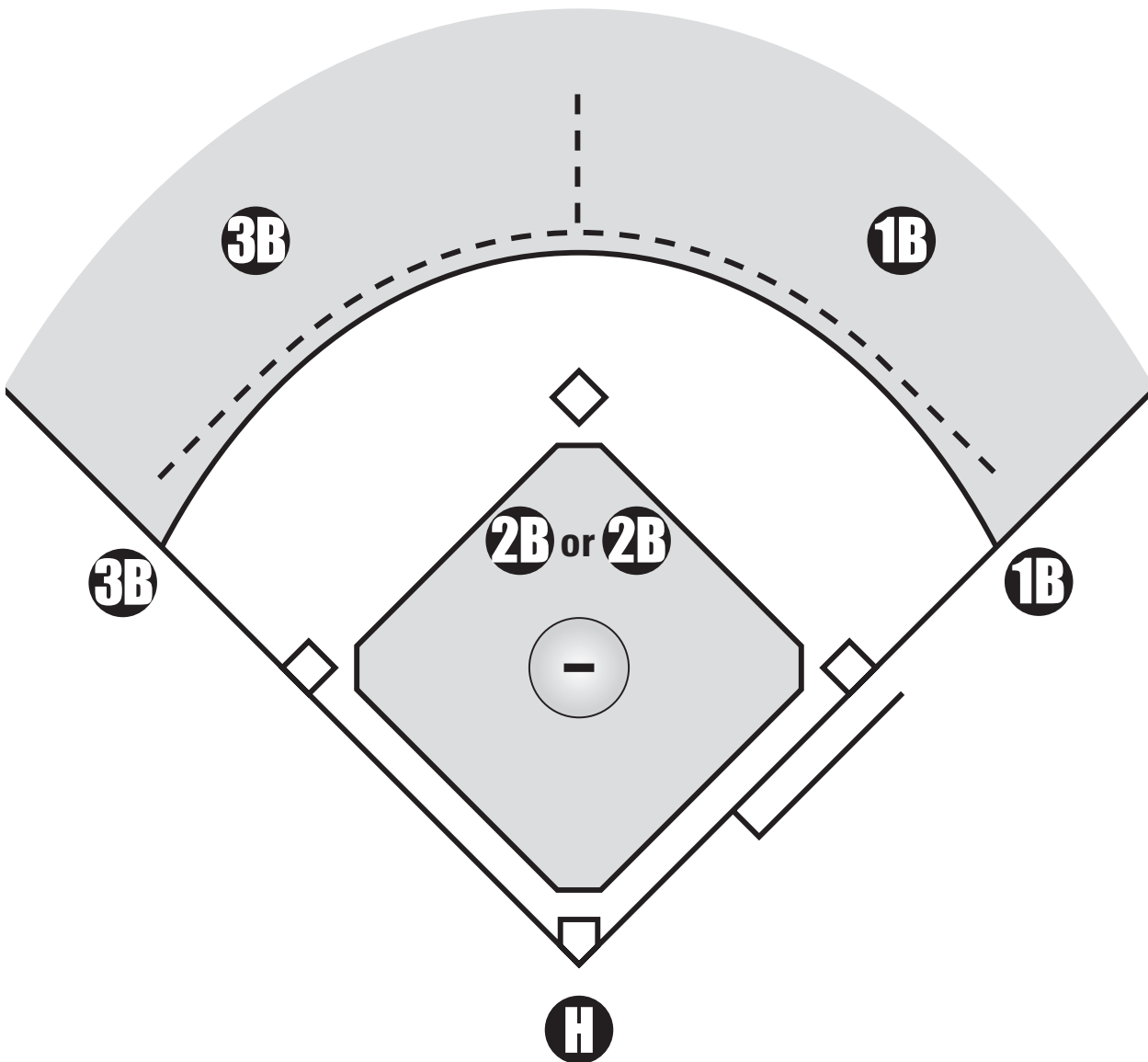
Outfield coverage with no runners on



Coverage on questionable fly balls hit between the left fielder and the right fielder, including either outfielder coming straight in belongs to 2B Umpire. On fly ball where either the left fielder or the right fielder breaks toward the base line, 3B or 1B Umpire covers.

Four-Man Umpire Crew
4U-1

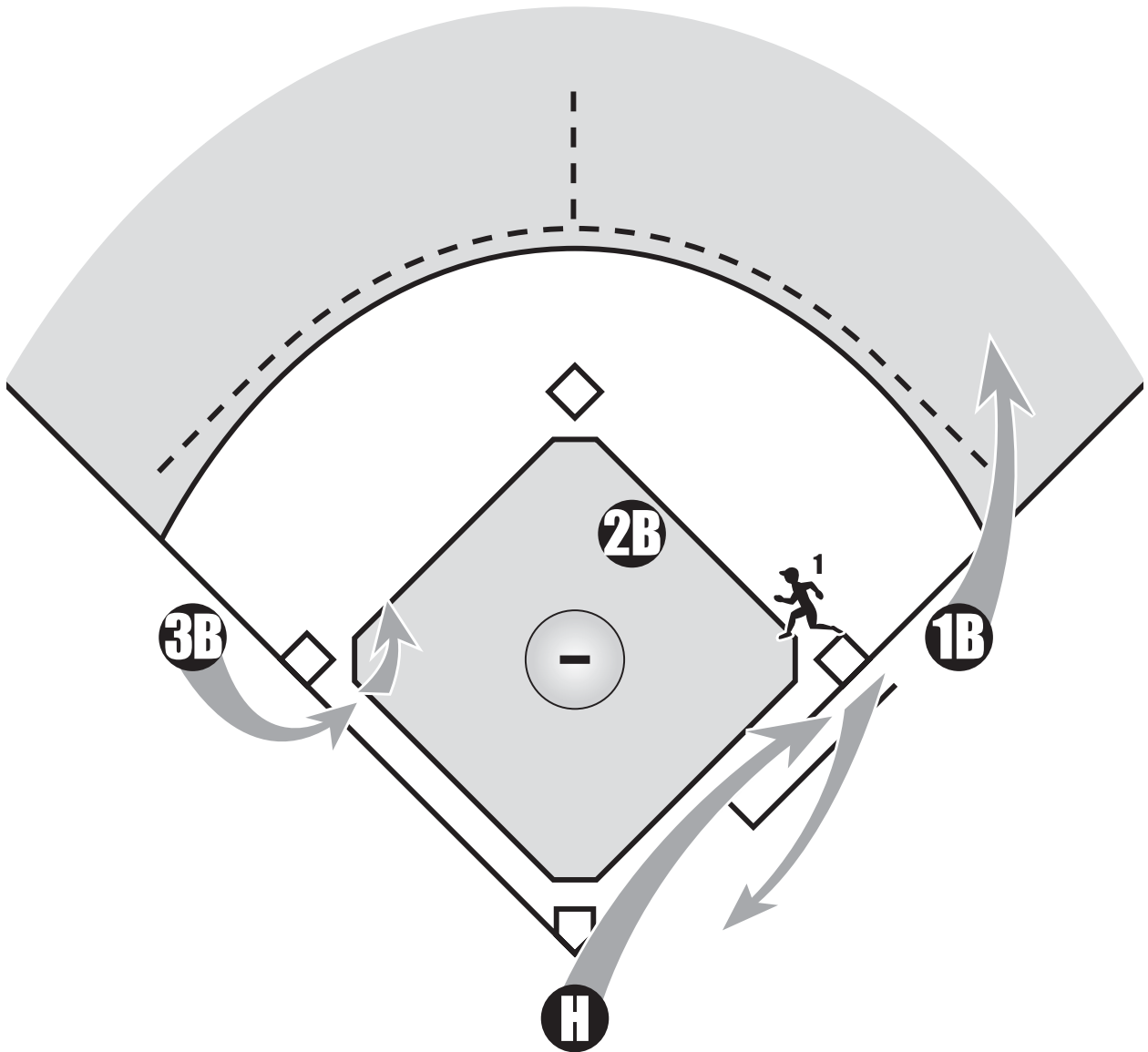
Runner or Runners Combination requiring 2B Umpire to be in Infield



1B and 3B Umpire will split outfield coverage. 3B Umpire covers any ball requiring the center fielder to come straight in or toward the left fielder. 1B Umpire covers any ball, which requires the center fielder to move toward the right fielder. These include fair or foul, home runs, traps, fence balls or any other catch possibilities.

Four-Man Umpire Crew
4U-2

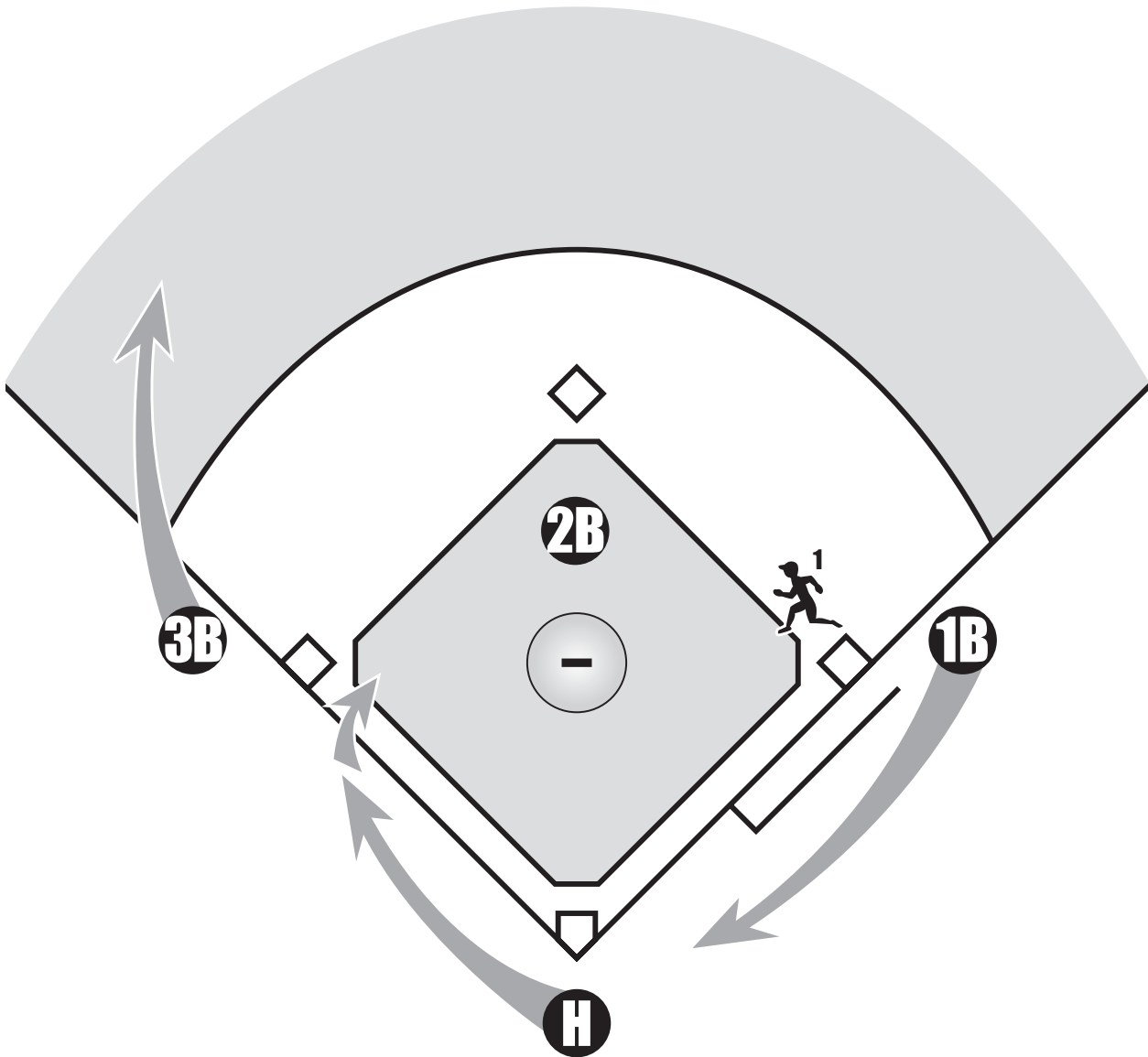
Runner at First Base and 1B Umpire goes out to cover fly ball



If 1B Umpire goes out, HP watches tag at first on tag-ups and takes any return play at first as needed. 2B releases runner to 3B when runner rounds second base and heads to third base. 2B then slides over to assume responsibility of batter-runner. HP releases and goes back to home plate.

Four-Man Umpire Crew
4U-3

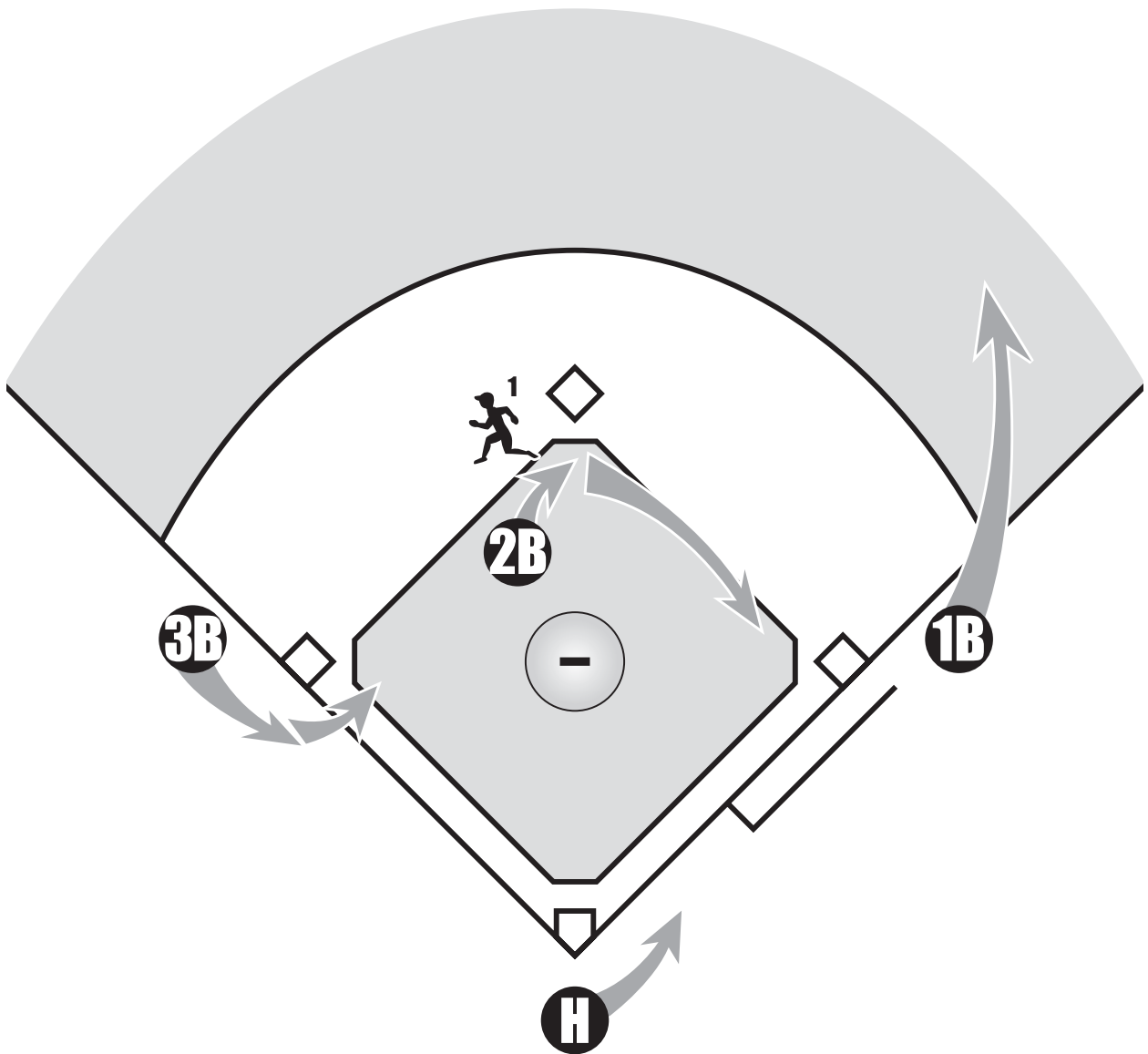
Runner at First Base and 3B Umpire goes out to cover fly ball



If 3B Umpire goes out to cover fly ball, HP comes up to third base and all other umpires rotate clockwise, *if needed*. 1B will cover home plate in this situation.

Four-Man Umpire Crew
4U-4

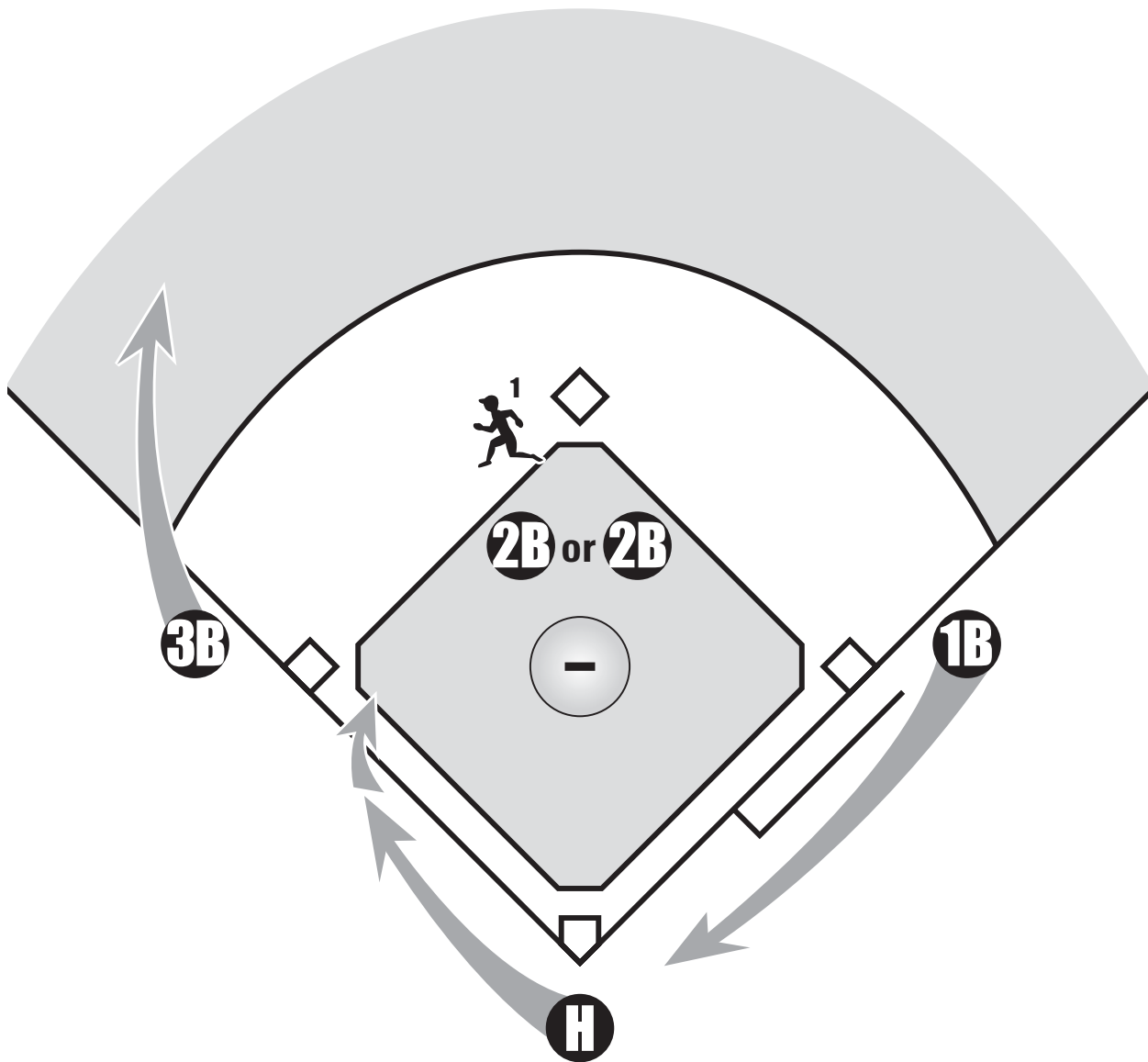
Runner at Second Base and 1B Umpire goes out to cover fly ball



If 1B Umpire goes out to cover fly ball, **HP** watches **batter-runner tag first base** and then stays at home plate. Retouch of second base on fly ball is covered by 2B Umpire. 2B then slides toward first base and picks up the batter-runner.

Four-Man Umpire Crew
4U-5

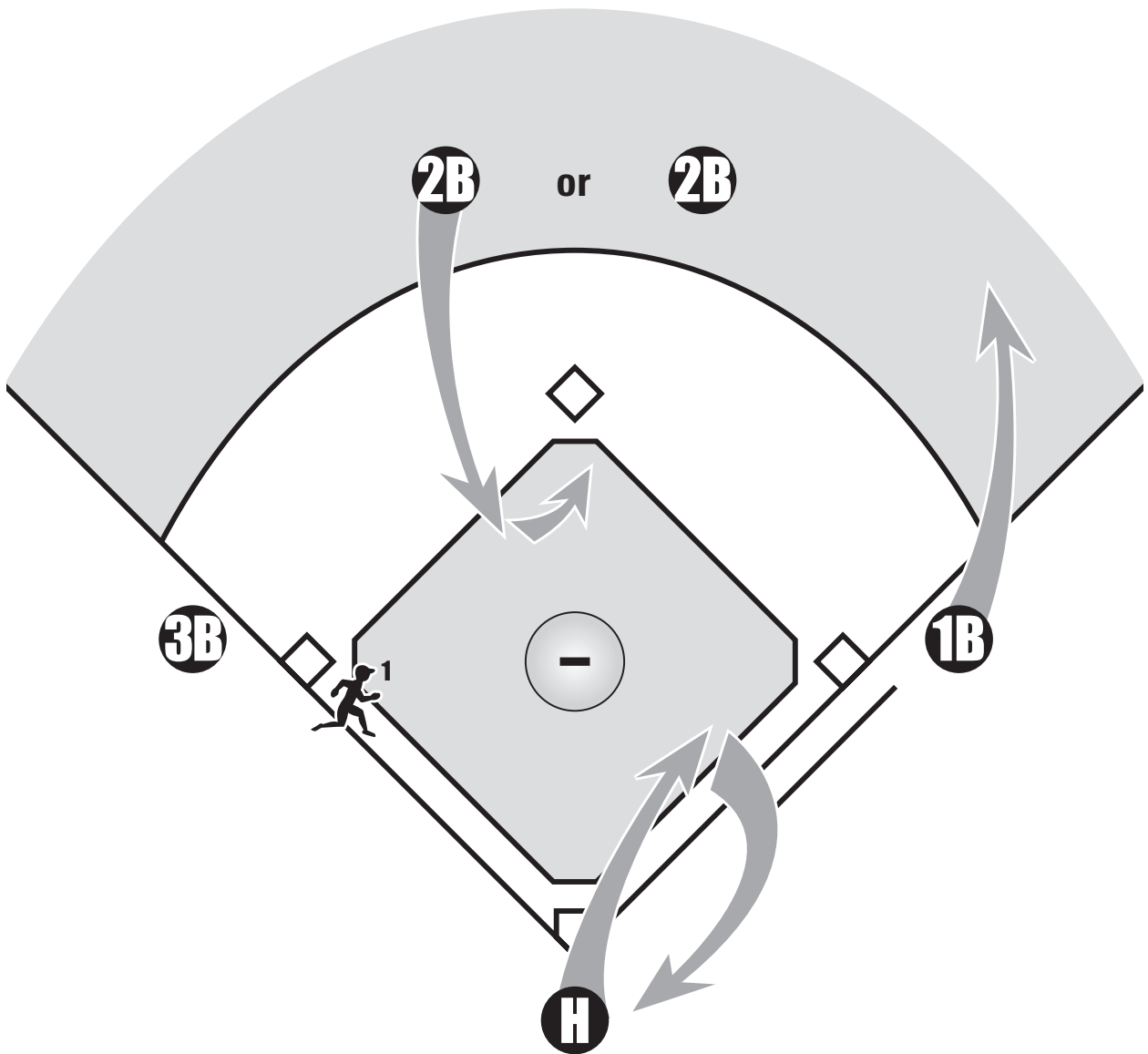
Runner at Second Base and 3B Umpire goes out to cover fly ball



If 3B Umpire goes out to cover fly ball, HP will move up to third base for coverage there. 1B Umpire will slide down and cover home plate. Retouch of second base on fly ball is covered by 2B Umpire.

Four-Man Umpire Crew
4U-6

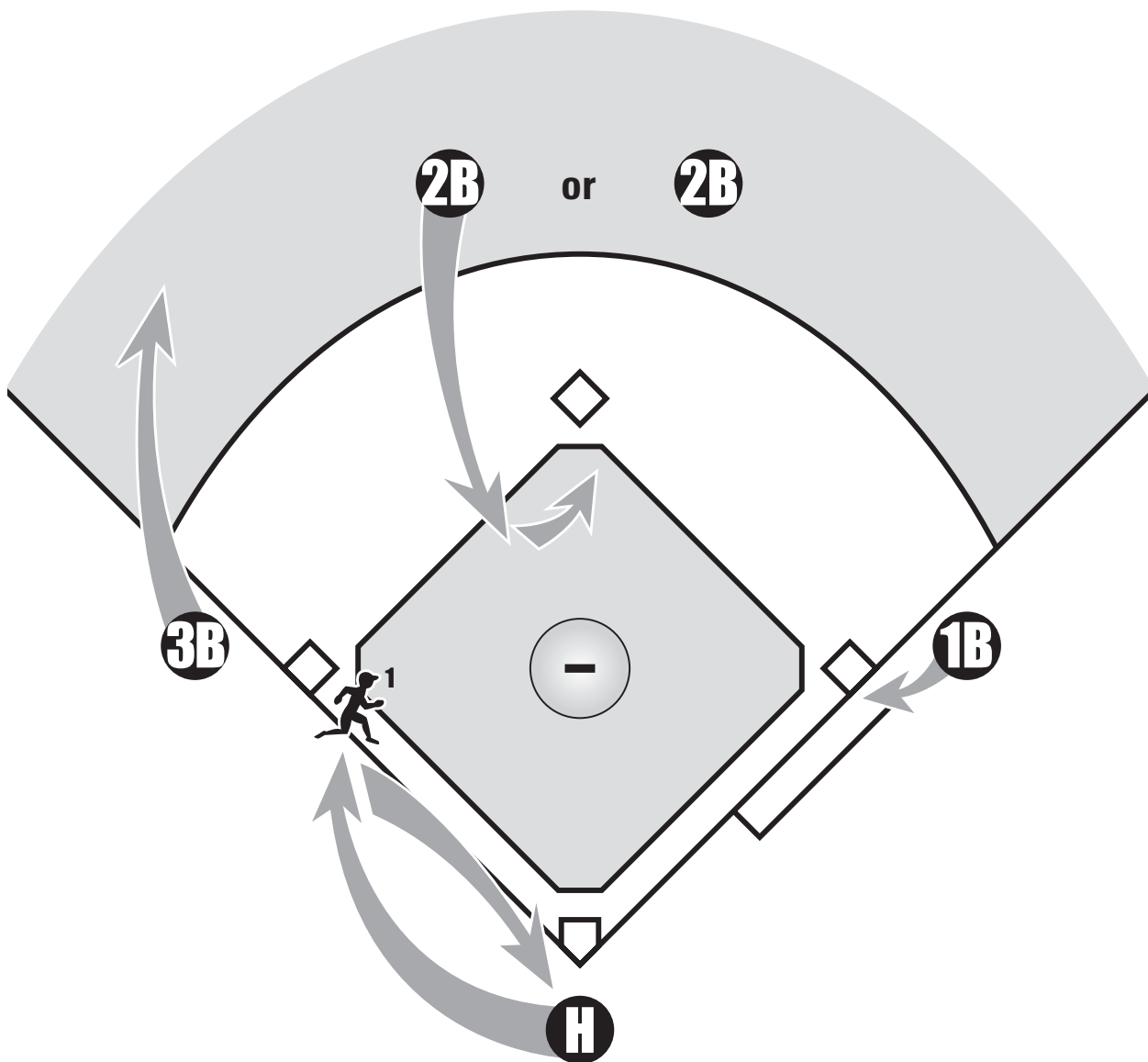
Runner on Third Base and 1B Umpire goes out to cover fly ball



If 1B Umpire goes out to cover fly ball, then 2B Umpire comes in to pick-up batter-runner. HP will watch batter-runner touch first base, then remains home.

Four-Man Umpire Crew
4U-7

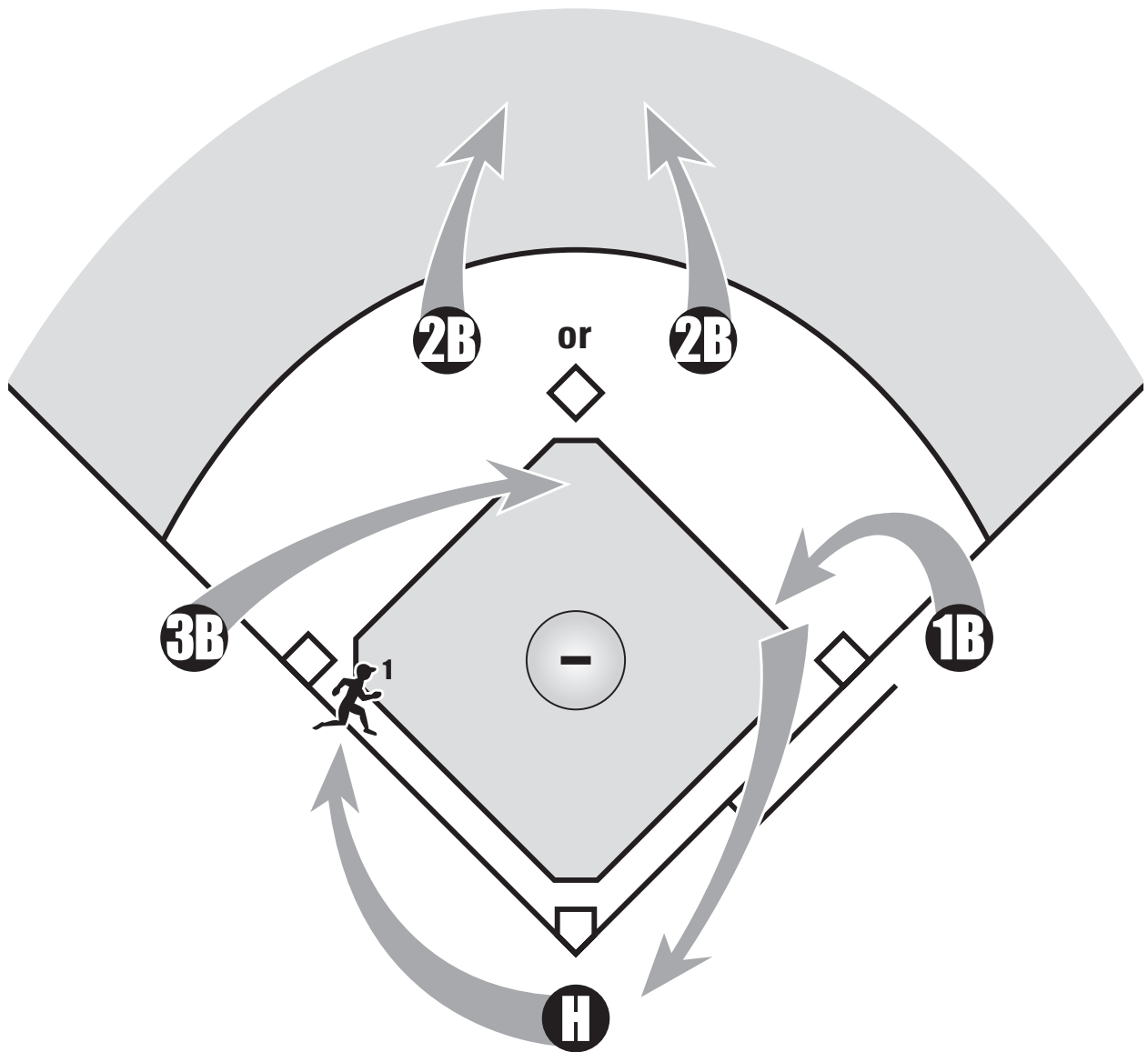
Runner on Third Base and 3B Umpire goes out to cover fly ball



If 3B Umpire goes out to cover fly ball, HP Umpire watches possible retouch at third base and has runner into home plate. 1B Umpire has batter-runner at first base and 2B Umpire has batter-runner at second base.

Four-Man Umpire Crew
4U-8

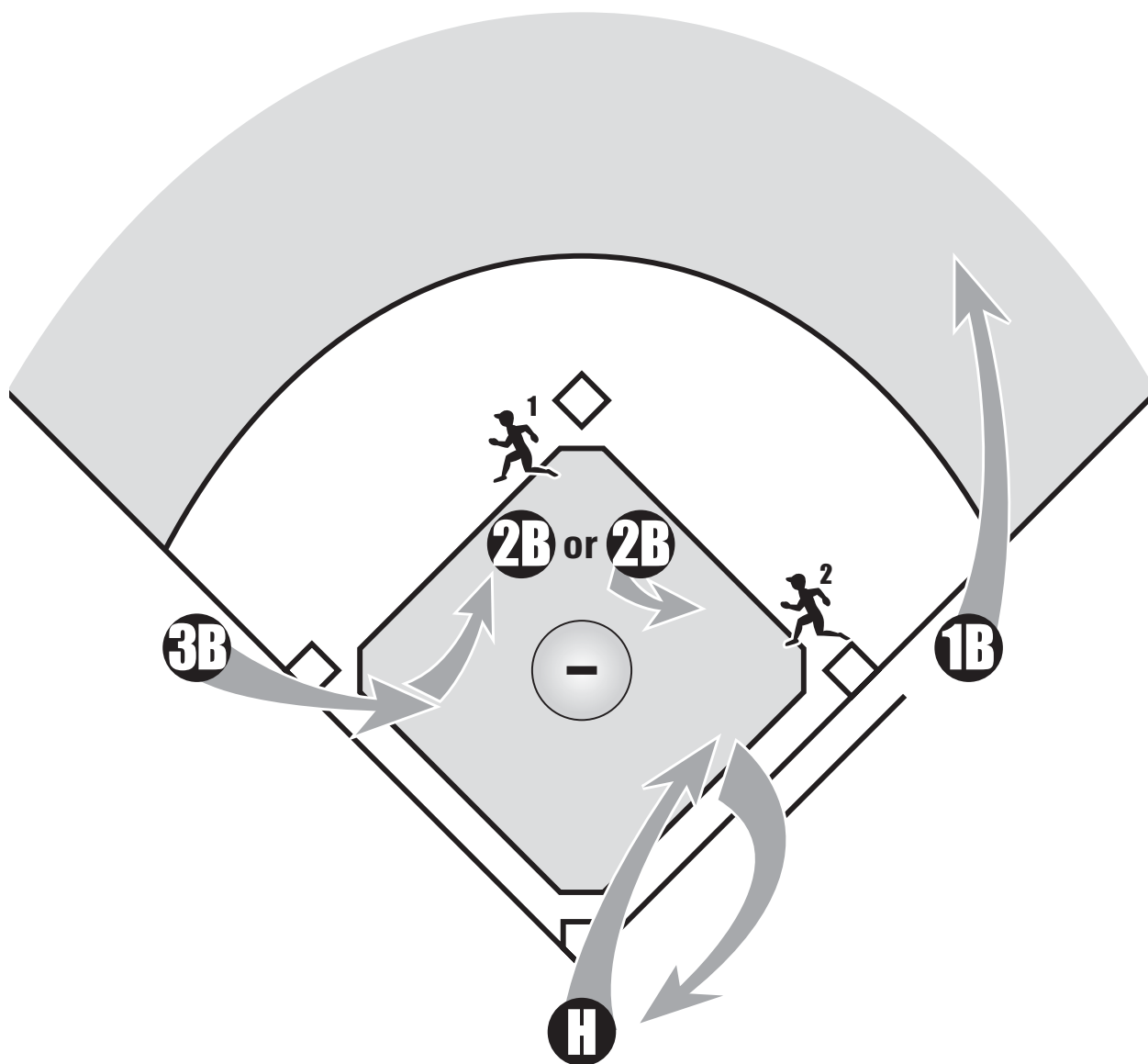
Runner on Third Base and 2B Umpire goes out to cover fly ball



If 2B Umpire goes out to cover fly ball, 1B Umpire has batter-runner and touch of first base. 1B will then slide down and cover home plate. 3B Umpire slides over and covers batter-runner at second base. HP Umpire will come up to third base and cover any play involving batter-runner.

Four-Man Umpire Crew
4U-9

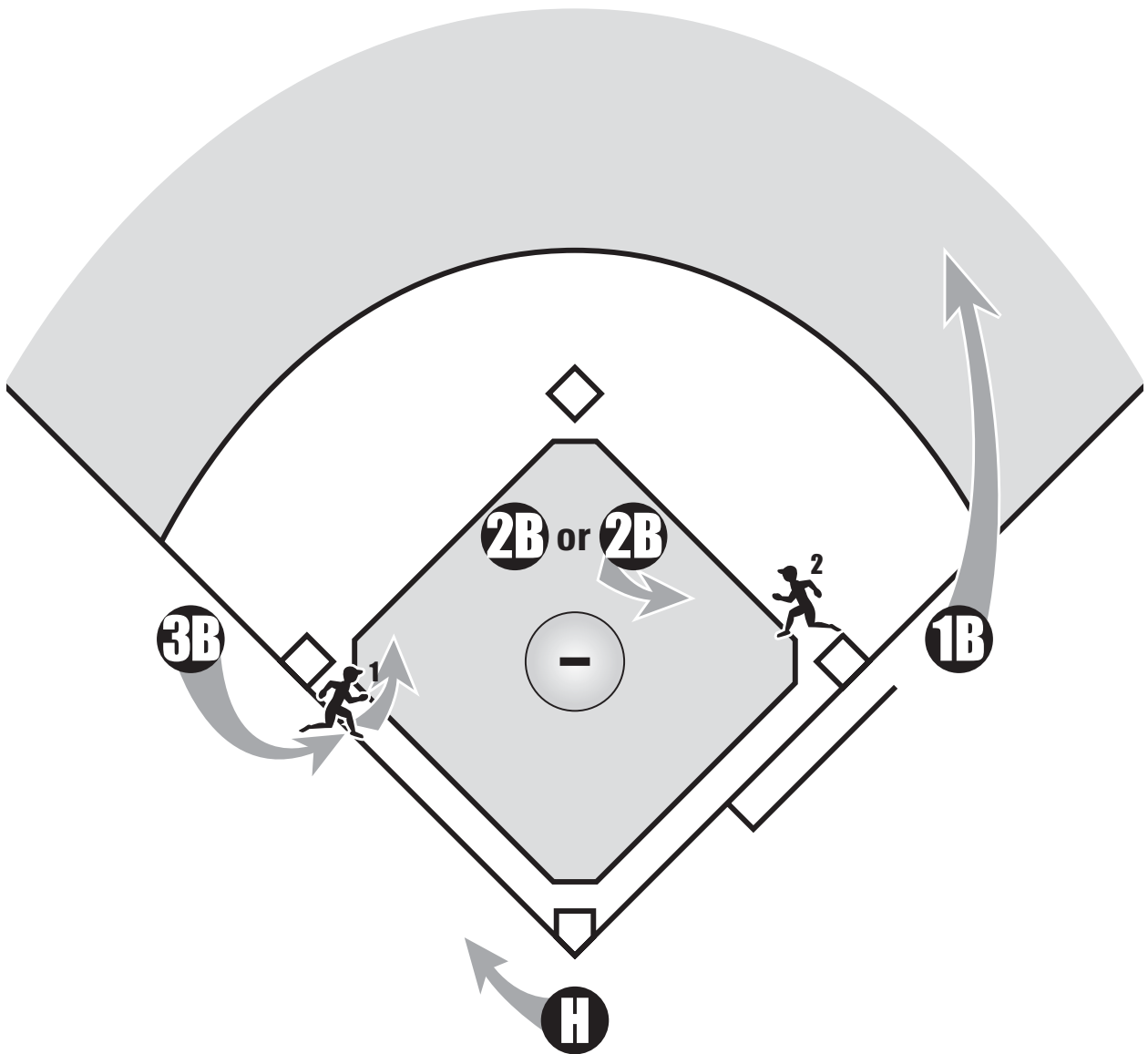
Runners at First and Second Base and 1B Umpire goes out to cover fly ball



If 1B Umpire goes out to cover fly ball, HP Umpire moves up the line and watches batter-runner touch first base, then slides back to home plate. 2B Umpire **eases** toward first base to pick-up batter-runner as well as covering R2 at second base. 3B Umpire has retouch responsibility of R1 at second base.

Four-Man Umpire Crew
4U-10

Runners at First and Second Base and 3B Umpire goes out to cover fly ball

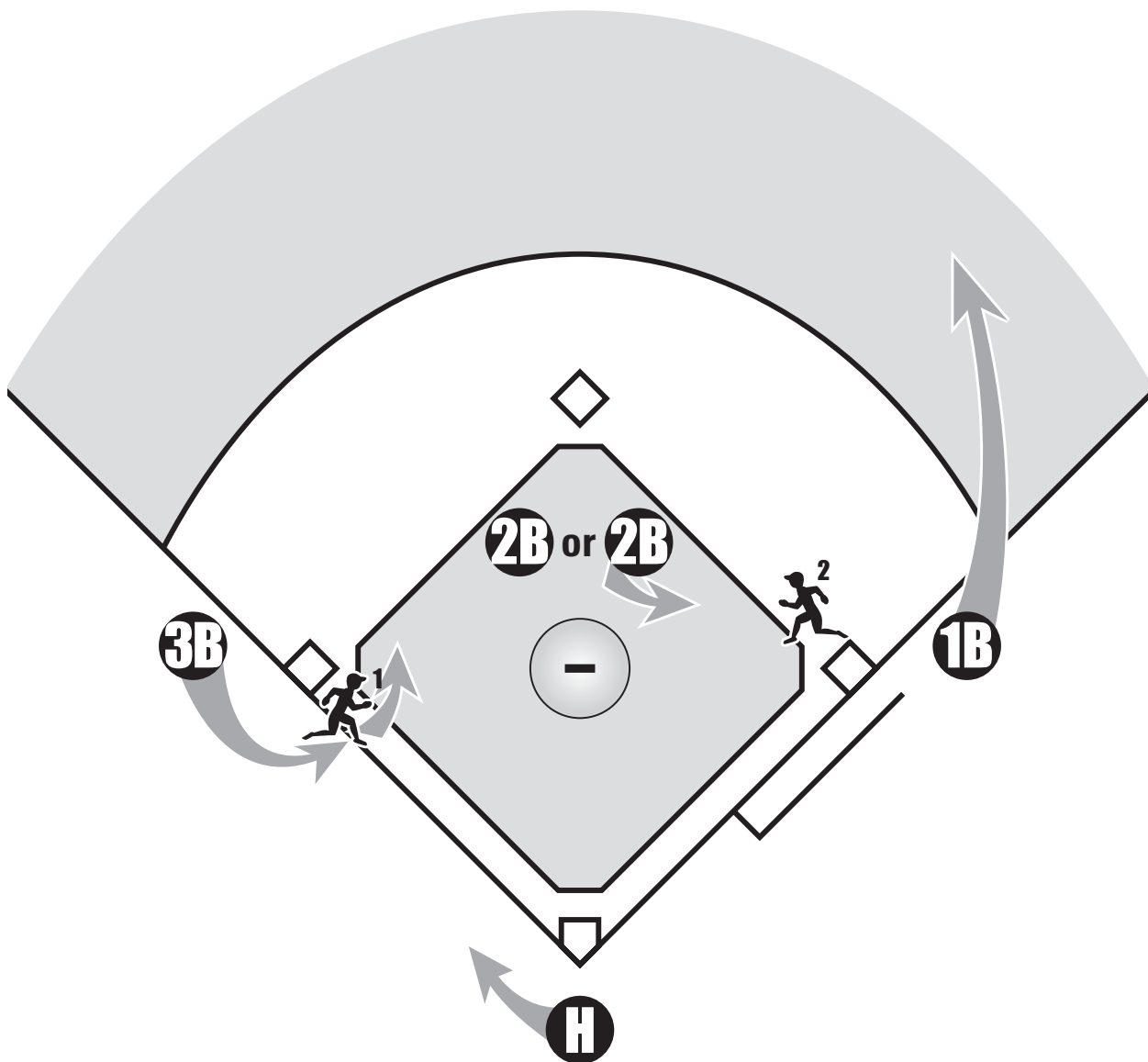


If 3B goes out to cover fly ball, all umpires rotate clock-wise. HP goes to third base and 1B comes in and covers home plate. 2B has tag-up responsibility at second base, 1B has tag-up at first base **prior** to releasing for home.

Note: Communicate **prior** to batter **and** when play occurs. Let everybody **hear** who has what responsibility.

Four-Man Umpire Crew
4U-11

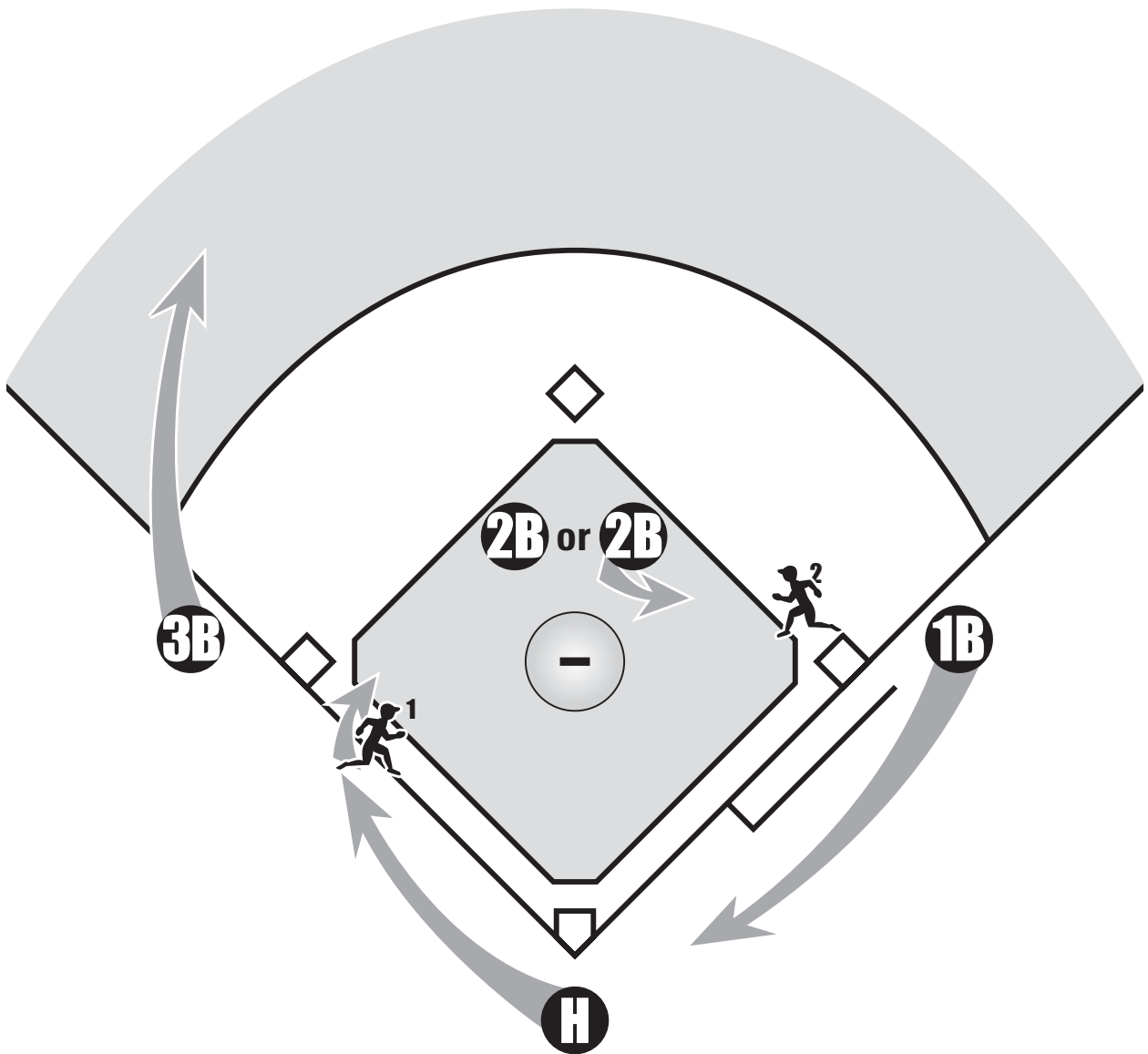
Runners at First and Third Base and 1B Umpire goes out to cover fly ball



If 1B Umpire goes out to cover fly ball, then 2B Umpire watches batter-runner touch first base as well as watching R2 go into second base. If ball is caught, 2B has tag-up of R2 at first base and any play back to first base.

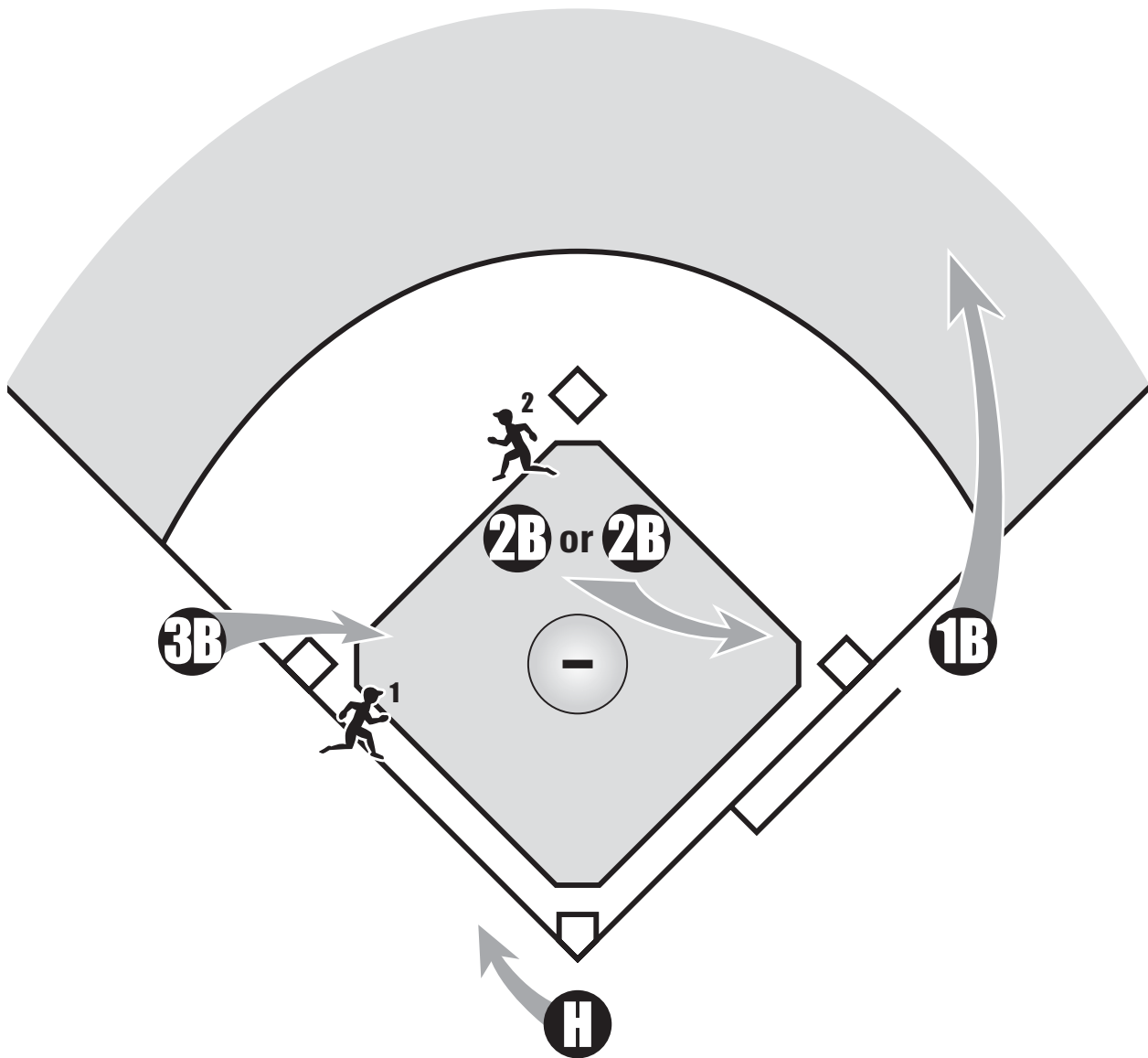
Four-Man Umpire Crew
4U-12

Runners at First and Third Base and 3B Umpire goes out to cover fly ball



If 3B Umpire goes out to cover fly ball, all umpires rotate clock-wise. HP Umpire goes to third base. 1B Umpire has tag-up responsibility and **then** comes in and covers home plate. 2B Umpire slides over and has both first base and second base.

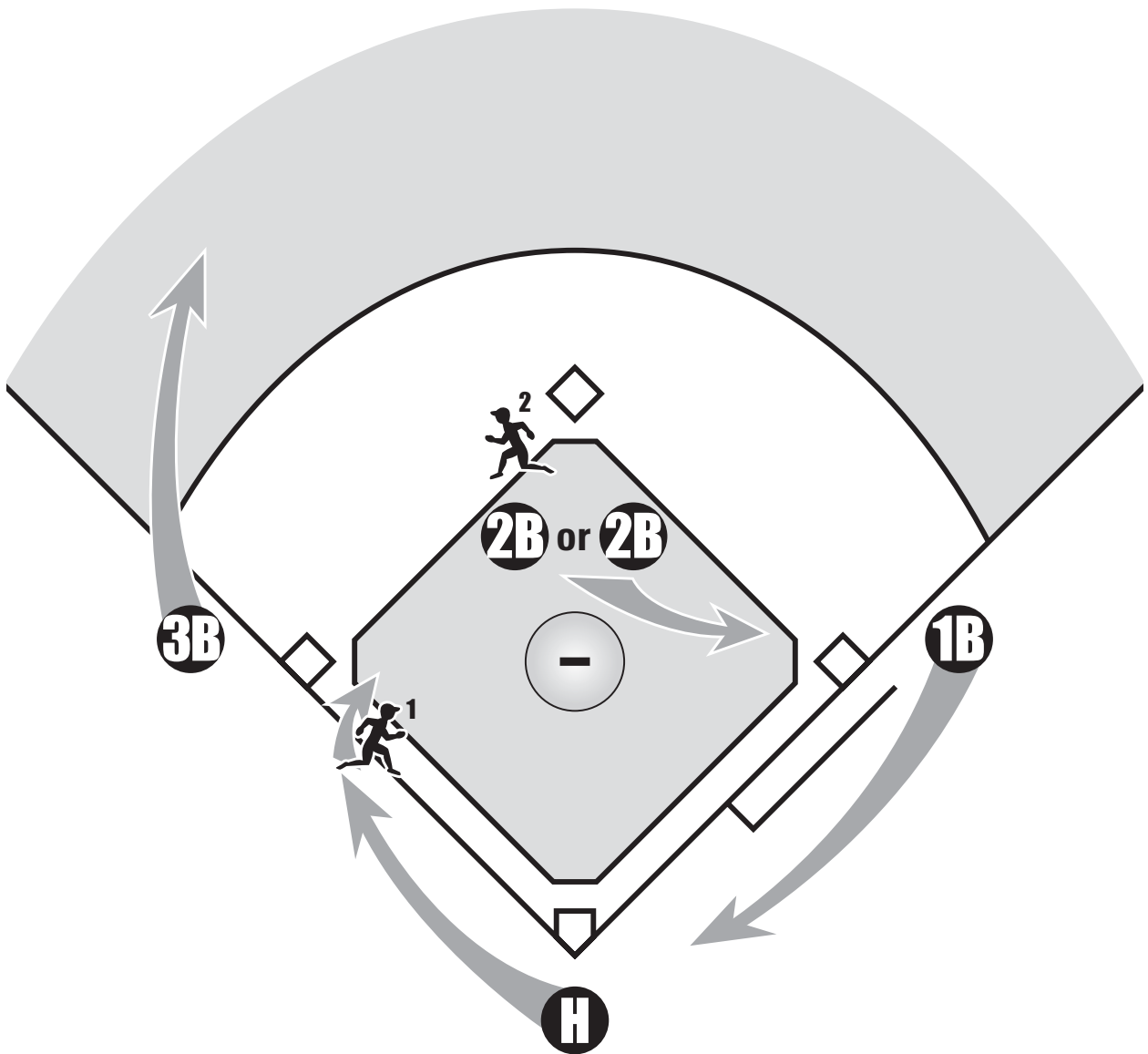
Runners at Second and Third Base and 1B Umpire goes out to cover fly ball



If 1B Umpire goes out to cover fly ball, then 2B Umpire slides over and makes sure batter-runner touches first base as well as watching R2 at second base, since both R1 and R2 may attempt to advance at the same time or following a subsequent play.

Four-Man Umpire Crew
4U-14

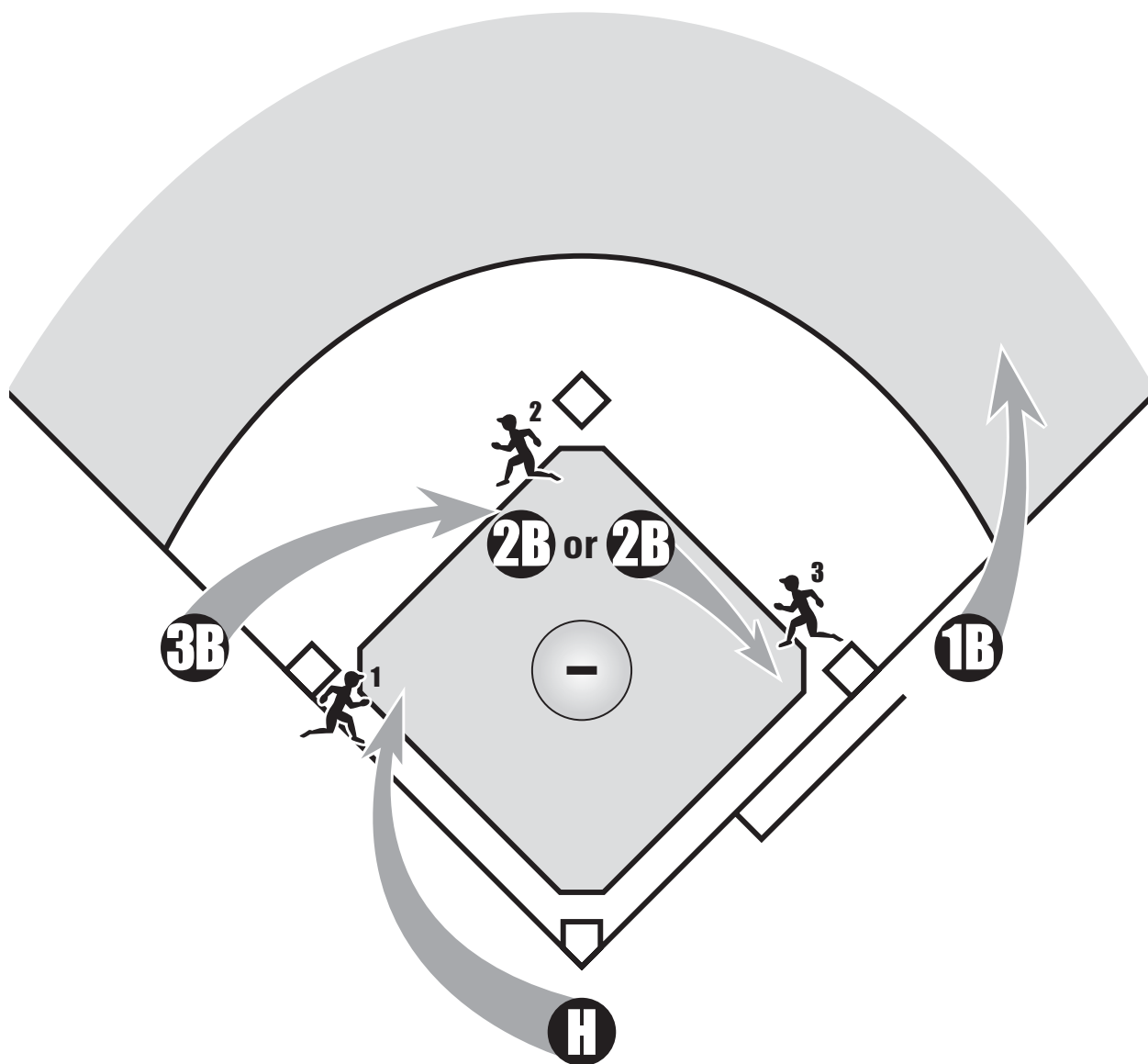
Runners at Second and Third Base and 3B Umpire goes out to cover fly ball



If 3B Umpire goes out to cover fly ball, all umpires rotate Clock-wise. HP Umpire goes to third base. 1B Umpire slides down and over home plate. HP and 2B Umpires have tag-up responsibilities at respective bases.

Four-Man Umpire Crew
4U-15

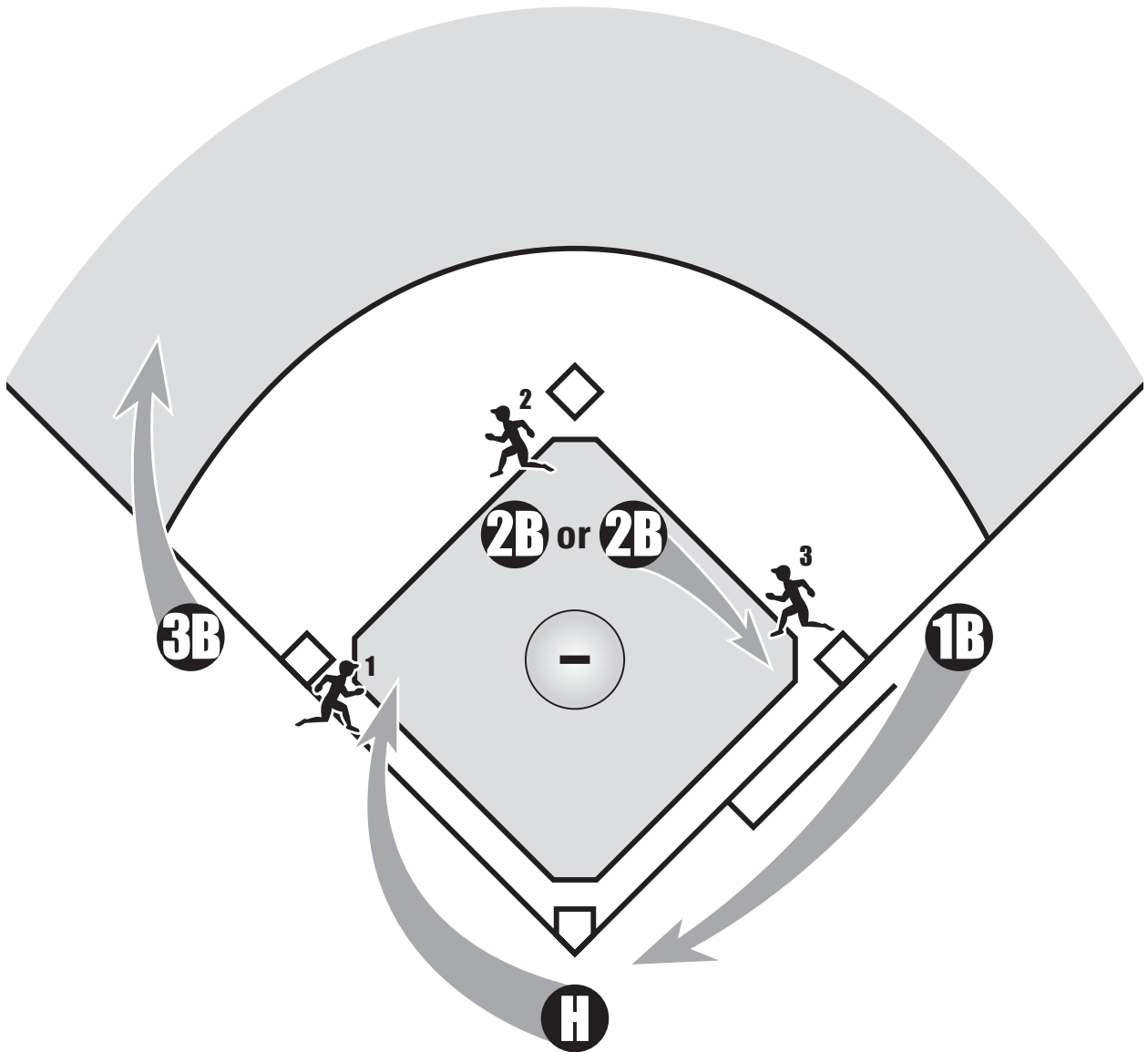
Bases Loaded and 1B Umpire goes out to cover fly ball



If 1B Umpire goes out to cover fly ball, then 2B Umpire slides over and makes sure batter-runner touches first base as well as watching R3 at second base. 3B Umpire has tag-up responsibility of R2 and HP Umpire has tag up of R1.

Four-Man Umpire Crew
4U-16

Bases Loaded and 3B Umpire goes out to cover fly ball



If 3B Umpire goes out to cover fly ball, all umpires rotate clock-wise. HP Umpire goes to third base with tag-up responsibility of R1. 1B Umpire slides down and covers home plate, after watching tag-up of R3. 2B Umpire has tag-up of R2 and touching of first base by batter-runner.

Four-Man Umpire Crew
4U-17

Section IV

Tournament Reports and Instructions

- American Legion Information
- American Legion Membership Application
- American Legion Emblem Copyright
- Hall of Fame members - American Legion Graduates of the Year
- Umpire Nomination Form
- Umpire's Report Form
- Tournament Umpire Evaluation Form
- Helpful Hints for American Legion Umpires
- American Legion Baseball Umpire Procedures and Professionalism
- Regional and World Series Rotation Forms
- Tournament Team Conduct Memorandum

What is The American Legion?

The American Legion is the largest veteran's organization in the world, with a membership of more than 2.8 million wartime veterans in the United States, District of Columbia, Puerto Rico and three foreign departments and seven foreign countries.

Members of The American Legion are honorably discharged men and women who served their country on active duty in the Armed Forces of the United States during World War I, World War II, Korea, Vietnam, Lebanon, Grenada, Panama, Persian Gulf War and the War on Terrorism. Because eligibility dates remain open, all members of the U.S. Armed Forces are currently eligible to join The American Legion.

The American Legion was founded and organized in 1919. Since that time, The American Legion has touched virtually every facet of American life, fulfilling its main objective of service to the community, state and nation.

Since 1997, The American Legion has raised over \$6 million for Children's Miracle Network's affiliated children's hospitals nationwide. Other needy children and families received more than \$7.5 million in cash and gifts from The American Legion Posts. Legion Posts provided nearly \$2 million in emergency aid to veterans last year. Deserving high school students were awarded over \$4 million in college scholarships. Over \$25 million was spent by The American Legion and its affiliated organizations for the benefit of children and youth last year.

Legionnaires across the country donate more than 1.5 million hours each year in the Veteran's Administration "Voluntary Service Program," helping patients in VA Medical Facilities.

Legion members donated over 2.6 million hours of service to their communities.

The American Legion also conducts programs designed to benefit the youth of our nation. Some of these programs are:

High School Oratorical Contest	American Legion Baseball
American Legion Boys State and Boys Nation	American Education Week
Eagle Scout Scholarships	Flag Education
Scholarship Information Booklets	Substance Abuse Prevention
Junior Shooting Sports Program	Special Olympics
American Legion Child Welfare Foundation	Missing Children
Temporary Financial Assistance	Teen Suicide Prevention
National Emergency Fund	Family Support Network

Special Offer to New Members Only



YES, I'll help my fellow veterans by becoming a member of The American Legion. I certify that I served at least one day on active military duty during the dates marked below and was honorably discharged or am still serving honorably.

\$20.00 check or money order enclosed MasterCard* VISA*

I'm not eligible, but I want to help, so I'm sending a donation of \$

* Charge Account # Expiration Date: /

Name Signature

Address

Please Check Appropriate Eligibility Dates:

- Aug 2, 1990 - present
- Dec 20, 1989 - Jan 31, 1990
- Aug 24, 1982 - July 31, 1984
- Feb 28, 1961 - May 7, 1975

- -
Social Security No. (optional)

Telephone Number

/ /
Date of Birth

US Army - US Navy - US Air Force - US Marines - US Coast Guard

Please complete this form and mail it along with \$20.00 to:

The American Legion National Headquarters
Attn: Baseball
P.O. BOX 1055
Indianapolis, IN 46206-1055

Emblem Usage and Permission

The American Legion was established by an Act of The United States Congress as a not for profit veterans organization. Congress gave The American Legion sole and exclusive rights to have and use the name in carrying out its purpose. (Section 48, of Title 36, USC). Any team or Post who wishes to reproduce The American Legion Emblem or utilize the name of The American Legion on merchandise for sale or resale must have written permission of the National Adjutant, Robert W. Spanogle, P.O. Box 1055, Indianapolis, IN 46206.



VISIT THE NATIONAL BASEBALL HALL OF FAME-COOPERSTOWN, NEW YORK

American Legion Baseball players and their families are encouraged to visit Baseball's Hall of Fame and Museum at Cooperstown, New York, during their vacations. Did you know that more American Legion graduates have been inducted into the Baseball Hall of Fame than any other amateur baseball program? Over forty American Legion Baseball graduates have been inducted into the Baseball Hall of Fame in Cooperstown, New York.

Former American Legion Baseball Players Inducted into National Baseball Hall of Fame

Wade Boggs - 2005; Ryne Sanberg - 2005; Paul Molitor - 2004; Gary Carter, Eddie Murray - 2003; Dave Winfield - 2001; Carlton Fisk, Sparky Anderson - 2000; Robin Yount, George Brett - 1999; Phil Neikro, Tommy Lasorda, Nellie Fox - 1997; Jim Bunting - 1996; Richie Ashburn - 1995; Steven Carlton - 1994; Reggie Jackson - 1993; Gaylord Perry - 1992; Tom Seaver - 1991; Rollie Fingers - 1991; Hal Newhouser - 1991; Jim Palmer - 1990; Joe Morgan - 1990; Carl Yaztrzemski - 1989; Johnny Bench - 1989; Willie Stargel - 1988; Jim "Catfish" Hunter - 1987; Bobby Doerr - 1986; J. Hoyt Wilhelm - 1985; Peewee Reese - 1984; Donald Drysdale - 1984; Harmon Killebrew - 1984; Brooks C. Robinson - 1983; George Kell - 1983; Frank Robinson - 1982; Robert Gibson - 1981; Al Kaline - 1980; Eddie Mathews - 1978; Bob Lemon - 1976; Ralph M. Kiner - 1975; Lawrence (Yogi) Berra - 1972; Early Wynn - 1972; Louis Boudreau - 1970; Roy Campanella - 1969; Stanley F. Musial - 1969; Joseph M. Medwick - 1968; Theodore S. Williams - 1966; Robert E. Feller - 1962.

American Legion - Graduates of the Year

Each year The American Legion honors a former American Legion Player who is currently playing in the Major Leagues for his character, leadership, playing abilities and community service. Their respective Post recommends individuals. If you would like to recommend a Major League Player who meets these qualities, send a short biography to the Department Baseball Committee for endorsement and forward to the National Americanism Commission. Here are those players who have been honored by The American Legion.

Scott Rolen - 2005; Darin Erstad - 2004; Jeff Bagwell - 2003; Luis Gonzales - 2002; Todd Stottlemeyer - 2001; Chipper Jones - 2000; Steve Finley - 1999; Tony Gywnn - 1998; Mo Vaughn - 1997; Paul Molitor - 1996; Bob Tewksbury - 1995; Greg Maddux - 1994; Billy Swift - 1993; Terry Steinbach - 1992; Sid Bream - 1991; Harold Reynolds - 1990; Alan Trammell - 1989; Roger Clemens - 1988; Don Mattingly - 1987; Dale Murphy - 1986; Jeff Reardon - 1985; Ryne Sandberg - 1984; Andre Thornton - 1983; Jim Sundberg - 1982; Gary Carter - 1981; George Brett - 1980; Mike Flanagan - 1979; Don Guidry - 1978; Dave Winfield - 1977; Rick Monday - 1976; Carlton Fisk - 1975; Wilbur Wood - 1974; Johnny Bench - 1973; Al Kaline - 1972; Steven Carlton - 1971; Dave McNally - 1970; Harmon Killebrew - 1969; Mickey Lolich - 1968; Carl Yaztrzemski - 1967; Frank Robinson - 1966; Eddie Fisher - 1965; Brooks Robinson - 1964; Warren Spahn - 1963; Bobby Richardson - 1962; Stan Musial - 1961; Ted Williams - 1960; John Lollar - 1958.

National Tournament Nomination

The Department of wishes to nominate the following umpire for consideration at a National Tournament. The individual nominated represents the best umpire involved in American Legion Baseball within this Department. We further understand that the final selection of umpires is the responsibility of the National Americanism Commission. NOTE: Individuals must be nominated annually.

This form is due to National Headquarters by January 1 and must be endorsed by the Department Chairman.

Full Name:
Last First Initial Nickname

Mailing Address:
Street, City, State Zip (NO P.O. Box please)

Phone #:
Daytime # Evening #

Date of Birth: Weight: Height:
Mo./Day/Year Lbs. Feet & Inches

Occupation:

Education:
Highest grade level completed

American Legion Membership:
Post #

Military Background:
Branch of Service Years Served

Qualifying Experiences:

Previous Legion Tournament Assignments:

Shirt Size: Base: Plate: Cap Size:

Email address (if available):

Endorsed by Department Chairman

Mail to: The American Legion National Headquarters, Attn. Baseball, P.O. Box 1055, Indianapolis, IN 46206

American Legion Baseball Umpire's Report

A report is to be submitted to the Tournament Director after any game in which a player or manager has been ejected by an umpire. Give full names of the involved parties. Also, in any other instance for which an umpire believes the attention of the Tournament Director is required. A report should be submitted at once.

T0:	<input type="text"/>	Date:	<input type="text"/>
Time	<input type="text"/>	Game #	<input type="text"/>
Plate Umpire	<input type="text"/>	Base Umpires	<input type="text"/>
Home Team	<input type="text"/>	Visiting Team	<input type="text"/>
Name of Person or Persons Involved	<input type="text"/>		
Give detailed description of incident or offense, stating person or persons involved, inning in which incident occurred and action taken by you. (Use reverse side if additional space is needed)			
<input type="text"/>			
In your opinion was this offense:			
<input type="checkbox"/> Understandable	<input type="checkbox"/> Very offensive or violent		
<input type="checkbox"/> Routine	Was ejected person warned? <input type="text"/>		
<input type="checkbox"/> Too prolonged	How long did ejection delay game? <input type="text"/>		
Time and date this report was written	<input type="text"/>		
<input type="text"/>			
(Umpire's Signature)			

American Legion Baseball

Umpire Evaluation Standards

EVALUATIONS

Tournament directors, crew chiefs and local chairmen, as well as anyone designated by the national program coordinator will complete an evaluation form for each member of the crew (excluding himself). Immediately upon completion of the tournament, these evaluations must be sent to the national coordinator. It is recommended that the crew chief meet with each member of the crew to discuss his overall evaluations and any problem areas. It is not the policy of the UIC to forward copies of evaluations to umpires; however, any umpire may contact the national coordinator to discuss his evaluations.

STANDARDS FOR EVALUATIONS

PLATE WORK

Stability of Head and Body Position – Establishes “locked in” position, does not drift side to side or up and down with pitch. Does not flinch on swings or foul tips; Feet remain stable throughout, providing solid base; Maintains proper spacing from catcher so as not to become entangled if catcher moves quickly and unexpectedly; Eyes remain at horizontal with ground and do not dip as game wears on; Head at proper height to allow unobstructed view of entire plate. Works in the “slot”, not over the top of the catcher or to the outside.

Timing – Does not anticipate pitch; Allows everything that can happen, to happen, before making DECISION, then makes a call. Does not make a call as the ball is approaching the plate or crossing but, after the catcher has caught the ball.

Style/Mechanics of Call – Gives clear authoritative signals; possesses smooth, relaxed style that projects confidence; coordinates voice and signals to give a professional appearance. Does not showboat or change the mechanics of his call during the course of a game. Voice is loud enough to be heard, but does not draw undue attention.

Consistency of Strike Zone throughout the Game – Maintains the same zone throughout the game and is the same for both teams from inning 1 to inning 9. Has a grasp of how the zone can be adjusted in lopsided game. Note: Umpires “miss” pitches occasionally, just because an umpire calls a pitch that bounces a strike once does not mean that he should continue to call that pitch a strike in the name of consistency.

Judgment and Interpretation of Strike Zone – Interprets and calls the zone to its written limits. Does not call “unhittable” pitches nor does he have a zone that is too small.

Crew Mechanics – Has a good knowledge of proper mechanics and rotates in the proper situations and is alert enough to adjust if one of his partners misses coverage.

Crew Communications – Demonstrates proper use of verbal and non-verbal communications. Good eye contact with partners between hitters and during developing plays.

BASE WORK

Style/Mechanics of Call – Gives clear authoritative signals; possesses smooth, relaxed style that projects confidence; coordinates voice and signals to give a professional appearance. Does not showboat or change the mechanics of his call during the course of a game. Voice is loud enough to be heard, but does not draw undue attention.

Timing – Does not anticipate the play; allows everything that can happen, to happen, before making DECISION, not call. Allows play to sell itself.

Judgment of Calls – Is correct the vast majority of calls. Just plain gets the call right.

NCAA Mechanics – Has a good knowledge of proper mechanics and rotates in the proper situations and is alert enough to adjust if one of his partners misses coverage. Read partners and fly balls well on outfield coverage and goes out as needed.

Crew Communications – Uses proper verbal and nonverbal communications. Establishes eye contact with partners between hitters and during developing plays.

Reaction to Developing Plays – Exhibits knowledge and perception of how play will develop through correctly anticipating where, how and the speed at which the play will occur.

GAME AND SITUATION MANAGEMENT

Policies and Procedures – Adheres to all policies and procedures as outlined in the American Legion Baseball Umpire's Manual.

Understands and applies Official Baseball Playing Rules – Adheres to and applies rules, accepted practices and interpretations detailed in the Official Baseball Rules Book. Does not confuse NCAA, HS Federation and Official Baseball Rules.

Situation Management – Is Umpire able to remain calm and handle irritated coaches as well as hostile fans?

EFFORT AND PROFESSIONALISM

Focus – Consistent concentration on the crucial elements throughout the entire game. Includes being prepared for every pitch and play, and attention to developing plays and situations. Must possess an awareness of all that is going on within a game.

Hustle – Movement with a purpose during a play to get into proper position to cover plays. The distance to be covered by the umpire will often dictate the speed or method the umpire uses to get into position (i.e., running vs.. jogging). Walking on the field is not an acceptable technique unless the distance is so short that running is not practical (e.g., moving into position for a force play or steal play; going out on a short fly ball or line drive; etc.).

Temperament – Displays a conscientious and earnest desire to carry out on-field duties. Exhibits posture that reflects interest in the game. It is taken for granted that during certain times in the game (between innings, pitching change, etc.) an umpire's posture can be more relaxed, but not to the extent that a complete disinterest in the game is exhibited.

Appearance – Proper display of uniform and fit or athletic appearance within the uniform. Shoes polished; pants clean & pressed; shirt & hat clean (no sweat stains).

Mobility – Possesses physical ability to move into proper position on field.

Fraternization – Avoids excessive, casual and/or unnecessary conversation with uniformed personnel or spectators during the game.

Off Field Character – Is the individual a pleasure to be associated with? Does individual create problems or potential problems with off-duty demeanor?

Umpire Evaluation Form

Umpire Site

Evaluator Date

Evaluator's signature

Criteria

Please evaluate based on the "Umpire Evaluation Standards".

Rating Scale

1 (low) – 5 (high)

PLATE WORK	Stability of Head and Body Position	1	2	3	4	5
	Timing - at plate	1	2	3	4	5
	Style/Mechanics of calls	1	2	3	4	5
	Consistency of Strike Zone throughout the game	1	2	3	4	5
	Judgment and Interpretation of Strike Zone	1	2	3	4	5
	Crew Mechanics	1	2	3	4	5
BASE WORK	Crew Communications	1	2	3	4	5
	Style/Mechanics of calls	1	2	3	4	5
	Timing - on bases	1	2	3	4	5
	Judgment calls	1	2	3	4	5
	Mechanics	1	2	3	4	5
	Crew Communications	1	2	3	4	5
GAME MGMT	Reaction to Development of Plays	1	2	3	4	5
	Legion Policies & Procedures	1	2	3	4	5
	Legion "OBR": Playing Rules	1	2	3	4	5
EFFORT AND PROFESSIONALISM	Situation Management	1	2	3	4	5
	Focus	1	2	3	4	5
	Hustle	1	2	3	4	5
	Demeanor	1	2	3	4	5
	Appearance	1	2	3	4	5
	Mobility	1	2	3	4	5
	Fraternization	1	2	3	4	5
Off Field Character	1	2	3	4	5	

Plate Work

Comments:

Base Work

Comments:

Game & Situation Management

Comments:

Effort & Professionalism

Comments:

Off the Field Demeanor

Comments:

Helpful Hints for American Legion Umpires

- ⑦ **Every game is a new game.** Don't worry if you feel you have had a bad game. Review it, and try to analyze your mistakes. Get ready for the next one.
- ⑦ **Patience is not only a virtue - it's essential.** The umpires control the game. If you lose your temper, you lose control.
- ⑦ **Umpires function as a team.** You should not be publicly critical of each other on or off the field and should support each other as necessary.
- ⑦ **Good mechanics are necessary.** Calls should be made firmly and without hesitation. Umpires who "showboat" detract from the game and do nothing to improve it.
- ⑦ **Umpires** may be requested to explain a decision, but should never become argumentative.
- ⑦ **Umpires should always be alert** to field conditions, which may call for special ground rules. Keep unused equipment from the playing field and be continuously aware of and looking for threats to player safety.
- ⑦ **Keep your eye on the ball at all times.** Be on top of the play, not part of the play.
- ⑦ **Be competitive** - the players give maximum effort, so should you.
- ⑦ **Have your head on right.** Don't think your uniform grants you immunity from having to take a little criticism. It's part of officiating. Plan on it. Successful officials know how much to take.
- ⑦ **Don't Bark.** If you don't like to be shouted at, don't shout at someone else. Be firm with a normal relaxed voice. Shouting indicates a loss of control - not only of one's self, but also of the game.
- ⑦ **Show confidence.** Cockiness has absolutely no place in officiating. Your presence should command respect from the participants. As in any walk of life, appearance, manner, and voice determine how you are accepted. Present the proper image.
- ⑦ **Forget the fans.** As a group, fans usually exhibit three characteristics: ignorance of the rules, highly emotional partisanship, and delight in antagonizing the officials.
- ⑦ **Stay cool!** Your purpose is to establish a calm environment for the game. Fans, coaches and players easily spot nervous or edgy officials alike.
- ⑦ **Have fun.** Enjoy the sport you have chosen to officiate.
- ⑦ **Arrive on time and be prepared.** Nothing is more aggravating than a partner that arrives two minutes before game time already dressed for the bases. In general, one should arrive a minimum of 15 minutes before game time. Whether or not your position has been assigned, you should always be prepared to work the plate. You should be on the field for ground rules and ready to go 5 minutes before the scheduled start. And, no, you can't borrow my cup.
- ⑦ **Always have a pre-game with your partner.** This is a great routine to establish. It is an absolute MUST when you are working with an unfamiliar partner. I must admit that I am sometimes lax in this area when I am working with a familiar partner, but it should always be done. It gets you on the same page and helps to get the crew focused on the coming contest. Assumes that both umpires have arrived on time (see above). If one partner has arrived late, have a brief conference between innings.

- ⑦ **Look sharp and dress the part.** We've all heard that you are judged before you make your first call. This is VERY true. Spend some of your fee and replace those pants and shirts that have been around for the last ten years. And wash your uniform EVERY TIME it gets dirty and keep your shoes polished. Perception is reality.
- ⑦ **ALWAYS put the ball back into play.** With runners on base, each occasion that time is given or a ball is fouled, the ball MUST be pointed back into play. This may or may not be accompanied by the verbal "PLAY" mechanic. The batter must be in the box and the pitcher on the rubber with the ball. I've had numerous pick-off attempts where, as the base umpire, I had no idea if the ball was live or not. Not a good situation. Also, a sharp pitcher will see you point the ball into play and immediately throw to first hoping to catch the runner napping. If you've made the ball live, there is no question that you have a valid play.
- ⑦ **Get your butt out from behind the dish.** Unless a play at the plate is imminent or a time play is possible, there is nothing for you to do staying behind home plate. This means on EVERY PLAY. Get down the first base line on a grounder, down towards third on a 1st to 3rd situation or follow the ball if hit into the outfield. Do you think that players and coaches don't notice that you're lazy? Nothing makes you look worse than trying to make a call at third from 5 feet in front of the plate because you didn't think the situation would allow the runner from first to advance. If the circumstances allow, get down the base line and help your partner out with half of a run-down in progress. This is one of the things that will be noticed, which leads me to....
- ⑦ **Always hustle.** It distinguishes you from the poor or average umpire.
- ⑦ **ALWAYS STAY FOCUSED on the game.** If you want to count the spectators or admire the scenery, do it between innings. Your lack of focus is noticed, and sooner or later you will get a late start or miss a play. This lapse can come up and bite you when you least expect it and in a matter of seconds.
- ⑦ **As the base umpire, NEVER leave the infield with runners on base while the ball is live.** Your primary responsibility is the base runners. If you go out there, you will never get back in time, and your partner can not handle multiple base runners. Never go out any farther than the edge of the infield grass.
- ⑦ **As the base umpire with no one on base, only leave the infield on fair/foul calls down the first base line or possible trouble balls from the right fielder towards the foul line.** Everything else is the plate umpires' responsibility. If the batter-runner continues to second, you will in no way be able to get back into position and the plate umpire may not notice that you can't cover the play, since he should be watching the ball, not you. Come into the infield, pivot and glance over at the touch at first while following the ball. If you are leaving the infield, let your partner know by saying "I'm going" or "I'm going out". And....
- ⑦ **If you are the base umpire, stop making out calls on balls hit to left or center field with no one on base.** It's the plate umpires' call. And you never want an even number of umpires making a call.
- ⑦ **Be humble. Never try to "run" the game or coach a player.** It's not your job at any level and real players will resent it. You will also come off as an egotistical know-it-all, and no one wants to work with an egotistical know-it-all or have one working their game.
- ⑦ **Be aware that the strict and literal interpretation of the rulebook is not always the way it is done.** This comes through experience. Remember the level of the game you are working. See above.

- ⑦ **Use, give and respond to signals with your partner.** Not just in an infield fly situation. It is very important that you and your partner are on the same page, and this is a reminder of the current game situation for the crew. No one is above this. The signals should be repeated each time the situation changes, even if just one runner replaces another on a base. Sadly, I am often giving signals to myself on the field. They are not required when there are no runners on base. Learn what a time play is, when it applies and the appropriate signal.
- ⑦ **NEVER turn your head away from the field when calling balls and strikes.** This may be difficult to overcome, but sooner or later you will miss something. Slick strike-three mechanics may look brilliant, but there is no reason to turn your head or turn your back toward the field.
- ⑦ **PLEASE stop coming in and talking to the plate umpire between every half-inning.** Get out to short right field where you belong. If you have something to discuss relevant to the game, fine, but we can shoot the breeze after the game. Circumstances permitting, I do like to talk to my partner once or twice during the game just to see what's up, but not every damn half-inning. Never come in after a controversial call has been made (especially to explain it) unless you need medical assistance. The reason the base umpire belongs out in short right field is the fact that only the right fielder has to come anywhere near him between innings. I often find myself going out of my way to avoid the base umpire that continually comes in to talk.
- ⑦ **Watch EVERY touch of the bases by the runners.** This means EVERY touch of 1st and 2nd as the base umpire and EVERY touch of 3rd and home as the plate umpire. I have seen umpires asked for an appeal on a runner leaving early, and I KNOW they have no clue. Missed bases and runners leaving early do happen and you MUST see it. Never call a runner out unless you are SURE a base was missed or he left early.
- ⑦ **Don't say "Strike three-you're out", "Ball four-take your base" or point the batter-runner down to first.** "Strike three" and "Ball" will do. A dropped third strike may not be an out. The batter should know the count and generally knows the location of first base. Also, after ball four, pointing the runner to first can easily be interpreted as a called strike.
- ⑦ **Appeal to the base umpire on a check swing by pointing with your left hand.** Ask him "Did he go?" or "Steve, did he go?" This is another tough one to overcome. Being right-handed, it took me quite a while to break the habit, but once I did, I never went back to the right hand. Can easily be interpreted as a called strike.
- ⑦ **Don't indicate pitch location on called balls.** I see umpires all the time that are constantly verbalizing or gesturing the pitch location. It's not needed, unprofessional and you're asking for trouble.
- ⑦ **Don't call "time" until the base runners touch up.** The play is not over until the runners touch their respective bases on an award. Anything could happen.
- ⑦ **Don't call "time" every time a defensive player asks for it.** It's not needed, makes a long game longer and you are taking a potential advantage away from the offense. A short-stop should be able to throw the ball back to the pitcher from the infield dirt area.
- ⑦ **NEVER call "time" to get yourself back into position.** I've seen umpires that call "time" in every instance that they have to return from the third base area or other positions on the infield. Again, the game is held up for no good reason. The ball could get loose. You've got a partner out there.

- ⑦ **Don't hold onto the game ball at the mound and wait for the pitcher to arrive.** You're not a porter. It's not your job and it looks silly. Toss the ball to the mound and either get out to short right field or down the base line. Also, staying there will make you a target for disgruntled players as they take the field.
- ⑦ **Slow down your timing!!** Nothing is more embarrassing than seeing a base umpire make an out call just as the ball squirts loose, or his right arm coming up just before calling a runner safe. Also, this virtually guarantees an argument. Behind the plate, the ball should hit the catcher's glove, a second or so should elapse and then you should make your call. This gives you the opportunity to really see the pitch.
- ⑦ **Work in the slot and keep your chin level with the top of the catcher's head.** The plate umpire should see the ball all the way into the catcher's glove. If you are directly behind the catcher or your head is at his head level, there is NO WAY you can see the ball into the glove. Most umpires that work this way can not properly observe the low pitch and hence many pitches that are far below the strike zone are called strikes. Usually indicates a poor or untrained umpire. Or both.
- ⑦ **Keep your head motionless.** You must "lock in" your head position. Attempting to accurately call balls and strikes while your head, and hence the strike zone, is moving is virtually impossible. Coaches and players DO notice this. You can also be exposing yourself to being hit in an unprotected area. This can also be a difficult bad habit to break but it MUST be corrected.
- ⑦ **Stop constantly looking at your ball/strike indicator.** This also looks bad, is not necessary and makes you look like your memory span is less than 15 seconds.
- ⑦ **NEVER make a call on the run.** Always stop moving before making ANY call. You must have a fixed reference point in order to properly call a play. Remember, angle is MUCH more important than distance. Get the proper angle, get as close as you reasonably can and STOP! Get set and make the right call.
- ⑦ **Don't wear a watch.** Keep it in your pocket if there is a valid reason for you to have one on your person at all.
- ⑦ **A foul ball is never a foul tip and a foul tip is never a foul ball.** A foul ball is dead, a foul tip is live. Repeat after me...a foul ball is dead, a foul tip is live...a foul ball is dead, a foul tip is live...
- ⑦ **Don't get talked into asking for help on your call after it has been made.** There are times when you may want to ask your partners' take on a call after the fact, but only on rare occasions.... and never let it appear that one side talked you into it. You are asking for WW III from the perspective of one side or the other. If you are unsure of a tag or touch due to the limitations of the two-man system, ask BEFORE you make the call. If there is a need to confer with your partner, do so in private.
- ⑦ **NEVER put your hands in your pockets.** Also, don't stand there with your arms crossed. Both are examples of bad body language. Get a pair of gloves if your hands are cold and get into a set position.
- ⑦ **ALWAYS confer with your partner(s) before accepting a protest.** An umpire's worst nightmare is to be overturned on an appeal after the game. ALWAYS discuss it with your partner(s). The primary goal is to GET THE CALL RIGHT! Even if it means overruling yourself.

- ④ **DO NOT become best buddies with managers, coaches or players.** This has enormous potential perceptual ramifications. Be pleasant and friendly but not overly familiar. First names are fine. Going out for a cocktail after the game with the manager is not. These facts get around faster than you would believe.
- ④ **ALWAYS enter and leave the field with your partner(s).** You are a team, and should always appear that way. Also, there is strength in numbers.
- ④ **Don't hold your mask by the strap, and ALWAYS remove it with your left hand.** Walking around while your mask swings from the strap is another bad and silly-looking habit that some umpires have. Hold your mask firmly by the lower left side. You need your right hand to make calls, and switching hands is unnecessary and also doesn't look good. And practice taking off your mask without pulling your cap off with it. Make certain that your cap is not too loose or your mask is not too tight.
- ④ **Always be careful what you say.** You never know who is listening. Simply a word to the wise. Stories abound dealing with umpire stupidity in this area.
- ④ **Read the appropriate umpire manual and rule book regularly.** No one is so good that they can't use a regular refresher.

American Legion Baseball

Umpire Procedures and Professionalism

1. Arrive on time, dressed to participate in pre-game crew meeting and ceremonies.
2. Line up on grass behind home plate for introductions and the National Anthem.
3. If Color Guard is present, remain at attention until Color Guard is off the field.
4. After pre-game conference, hustle into positions at the same time.
5. Limit pitchers to five (5) pitches (90 seconds) between innings (except for unusual delays, extra long innings, etc.).
6. After each half inning the base umpires, (1st or 3rd), will see that the defensive team hustles on to the field and the plate umpire will do the same with the offense.
7. Base umpire (1st or 3rd) will see that a warm-up catcher is ready if needed. (He must wear a mask.)
8. Bat boys or girls must wear protective headgear.
9. If an argument occurs, make sure two (2) umpires are there and that the discussion is one to one. (The second umpire's task is to clear the area and keep others from the discussion.)
10. If an ejection is necessary, get the ejected person away from the umpire involved and escort that person off the field. (Tournament Director will escort person from the ballpark.)
11. Do not allow rough play or baiting between opponents. Stop it before it starts.
12. Make sure bullpen catcher has a mask on and that somebody with a glove is protecting the bullpen from batted balls.
13. Keep players' uniforms tucked in. Do not allow pitcher to have batting gloves hanging out of his back pocket.
14. No Tobacco Or Tobacco Look-A-Like Products...Period.
15. Only one (1) on deck batter. Keep others in dug out. (Do not allow batter to time new pitcher.)
16. Hustle coaches - pitchers, coaches-batters conference. (Plate Umpire)
17. On BALK calls, have at least two (2) umpires make the call.
18. Keep the bases clean. Do not worry about the rubber.
19. Do not fraternize with fans during the game. Limited conversations with players and coaches are okay.
20. Base umpires should take all hot shot fair/foul balls and be prepared to assist the plate umpire on slow rollers. Turn your back if you get trapped and can't help, and don't be too quick to help the plate umpire.
21. At all times promote and encourage crew to hustle verbally and by example.
22. When one umpire calls "TIME," make sure at least one (1) other umpire calls "TIME."
23. Keep players off dirt portion of home plate and don't allow them to crowd around home plate after a home run.

American Legion Baseball

Regional Tournament Umpire Rotation

Game 1 - Thursday

HP	<input type="text"/>
1B	<input type="text"/>
2B	<input type="text"/>
3B	<input type="text"/>

Game 5 - Friday

HP	<input type="text"/>
1B	<input type="text"/>
2B	<input type="text"/>
3B	<input type="text"/>

Game 9 - Saturday

HP	<input type="text"/>
1B	<input type="text"/>
2B	<input type="text"/>
3B	<input type="text"/>

Game 13 - Sunday

HP	<input type="text"/>
1B	<input type="text"/>
2B	<input type="text"/>
3B	<input type="text"/>

Game 2 - Thursday

HP	<input type="text"/>
1B	<input type="text"/>
2B	<input type="text"/>
3B	<input type="text"/>

Game 6 - Friday

HP	<input type="text"/>
1B	<input type="text"/>
2B	<input type="text"/>
3B	<input type="text"/>

Game 10 - Saturday

HP	<input type="text"/>
1B	<input type="text"/>
2B	<input type="text"/>
3B	<input type="text"/>

Game 14 - Sunday

HP	<input type="text"/>
1B	<input type="text"/>
2B	<input type="text"/>
3B	<input type="text"/>

Game 3 - Thursday

HP	<input type="text"/>
1B	<input type="text"/>
2B	<input type="text"/>
3B	<input type="text"/>

Game 7 - Friday

HP	<input type="text"/>
1B	<input type="text"/>
2B	<input type="text"/>
3B	<input type="text"/>

Game 11 - Saturday

HP	<input type="text"/>
1B	<input type="text"/>
2B	<input type="text"/>
3B	<input type="text"/>

Game 15 - Monday

HP	<input type="text"/>
1B	<input type="text"/>
2B	<input type="text"/>
3B	<input type="text"/>

Game 4 - Thursday

HP	<input type="text"/>
1B	<input type="text"/>
2B	<input type="text"/>
3B	<input type="text"/>

Game 8 - Friday

HP	<input type="text"/>
1B	<input type="text"/>
2B	<input type="text"/>
3B	<input type="text"/>

Game 12 - Saturday

HP	<input type="text"/>
1B	<input type="text"/>
2B	<input type="text"/>
3B	<input type="text"/>

American Legion Baseball World Series Umpire Rotation

Game 1 - Friday

HP

1B

2B

3B

Game 5 - Saturday

HP

1B

2B

3B

Game 9 - Sunday

HP

1B

2B

3B

Game 13 - Monday

HP

1B

2B

3B

LF

RF

Game 2 - Friday

HP

1B

2B

3B

Game 6 - Saturday

HP

1B

2B

3B

Game 10 - Sunday

HP

1B

2B

3B

Game 14 - Monday

HP

1B

2B

3B

LF

RF

Game 3 - Friday

HP

1B

2B

3B

Game 7 - Saturday

HP

1B

2B

3B

Game 11 - Sunday

HP

1B

2B

3B

Game 15 - Sunday

HP

1B

2B

3B

LF

RF

Game 4 - Friday

HP

1B

2B

3B

Game 8 - Saturday

HP

1B

2B

3B

Game 12 - Sunday

HP

1B

2B

3B

