Sun and Fun Senior Softball Inc. Umpire Instructional Guideline

The following is a "<u>Guideline"</u> to be used by instructors during the certification or recertification of current and future Sun and Fun Umpires. This "<u>Guideline"</u> concentrates on five (5) specific areas during the certification/recertification clinics. The areas to be covered are as follows:

- 1. Umpire Guideline is found in the document section on the Sun and Fun website. www.sfsoftball.net
- 2. Home plate Batter 4. Base running Runner
- 3. Pitching mound Pitcher 5. Mercy Rule

Section I. Umpire Guideline

1. The instructor(s) will review the Umpire Guidelines sections 2.1 thru 4.8 concentrating on sections 2.3 and 4.1 thru 4.8. Handouts of the Umpire Guidelines would help in reviewing the guidelines.

Section II. Home Plate Area - Batter

- 1. Instructor(s) will review the home plate area concentrating on the batter's feet position pre- and post-pitch.
- 2. Plays to home plate, alternate home plate, or alternate home plate run line.
- 3. Commitment line between 3rd and home and runners' responsibility.
- 4. Position of Umpire to oversee plays at home and 3rd base.

<u>Section III. Pitching Mound – Pitcher</u>

- 1. The instructor(s) will review the pitcher's responsibility regarding the pitcher's position on the pitching rubber, quick pitching, presentation before the pitch, and the arch of the ball emphasizing the min and max arch.
- 2. Pitching screen positioning as described in League Playing Rules, Section VII:
- 3. Batted balls into the pitching screen
- 4. Pitching rubber and 6' extension or second rubber

Section IV: Base Runner

- 1. The instructor(s) will review Section IV: of the League Playing Rules emphasizing three specific areas: 1. Running line, 2. The runner leaves the base before the ball reaches the plate, hitting the ground in or around the plate, the batter swings at or strikes the ball.
- 2. Collision avoidance to ensure the safety of the fielder and runner.
- 3. 1st base emphasizing the white, red, and run-by to avoid a collision.
- 4. 2nd and 3rd run by to avoid a collision, with a max of 5' run by as a guide.
- 5. Position of Umpire to oversee plays at 1st and 2nd base.

Section V. Mercy Rule

1. The instructor will cover the Mercy rule as described in Sections VIII and XI of the League Playing Rules.

Jim Milligan, Secretary/Treasurer

August 4, 2025