



2011 NCAA DIVISION III BASEBALL

UMPIRES' MANUAL

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The purpose of this 2011 Game Officials Manual is to outline the guidelines, policies, and responsibilities for an umpire participating in the NCAA Division III Baseball Championship. This Game Officials Manual should be used as a complement to the 2011 NCAA Baseball Rules and Interpretations Book and the 2011 NCAA Division III Baseball Championship Handbook.

Comments and suggested additions to this manual are always welcome. If you have any questions, please contact either of the undersigned.

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Division III Coordinator of Baseball Umpires

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1.2 POSITION RESPONSIBILITIES.

1. Division III Coordinator.
 - a. May not serve as an officer in any national amateur baseball umpire association.
 - b. May not be assigned to umpire any NCAA baseball championship event.
 - c. Reports to the chair of the NCAA Division III Baseball Committee and the NCAA national coordinator of umpires.
 - d. Assist the national coordinator in the following areas:
 - (1) Coordinate annual clinic(s).
 - (2) Develop a comprehensive evaluation system.
 - (3) Develop, maintain and enforce the umpires' code of conduct.
 - (4) Monitor the conference's umpire programs and their compliance with NCAA policies.
 - e. Submits an annual status report to the national coordinator.
 - f. Make recommendations for umpire assignments for Division III regional and national championship.
 - g. Attends the national championship to coordinate the umpiring crew and assist in the game assignments and rotation.
 - h. Performs other duties as assigned by the national coordinator, national baseball committee and NCAA Division III Baseball Rules Committee.

1.3 - NCAA BASEBALL OFFICIALS WEB SITES.

1. The Web site for NCAA baseball officiating bulletins, updates, video bulletins, and interpretations is <http://NCAABaseball.Arbitersports.com>.
2. The Web site for NCAA baseball championship information, rule books, and handbooks is <http://www.ncaa.org>. Go to spring sports, then baseball, then championships.
3. The Web site for verification of NCAA clinic attendance, background check information, sports wagering questionnaire, and required testing results have been received on the NCAA Officiating Verification web site is <http://web1.ncaa.org/mbaOfficials/umpirelogin.jsp>.

To access information, enter last name and the last four digits of your social security number. NOTE: If your social security number is not on file (via submitted background check form), your records will not be available for review. Please use your same name for all NCAA requirements.

Reminder: The deadline for completion of all requirements is February 11, 2011

SECTION 2: 2011 IMPORTANT DATES

January 6-10.....	ABCA Convention.....	Nashville, Tennessee
January 8.....	NCAA Regional Umpire Clinic.....	Nashville, Tennessee
January 15.....	NCAA Regional Umpire Clinic.....	Philadelphia, Pennsylvania
January 22.....	NCAA Regional Umpire Clinic.....	Phoenix, Arizona
January 29.....	NCAA Regional Umpire Clinic.....	Chicago, Illinois
February 11.....	Background Check, Rules Test Completion Deadline	
May 2.....	Regional Crew Chief and Umpire Conference Call	
May 15.....	Regional Teams and Sites Announced	
May 18-22.....	NCAA Division III Regionals	
May 26.....	National Championship Pretournament Meeting	Appleton, Wisconsin
May 26.....	National Championship Ground Rules Meeting	Appleton, Wisconsin
May 26.....	National Championship Crew Meeting	Appleton, Wisconsin
May 27-31.....	National Championship	Appleton, Wisconsin
July 18-20.....	Baseball Rules Committee Meeting.....	Indianapolis, Indiana
July 17.....	Conference Umpire Coordinator Meeting	Indianapolis, Indiana
July 25-27.....	Division III Baseball Committee Meeting.....	Indianapolis, Indiana

SECTION 3: CHAMPIONSHIP ASSIGNMENT PROCEDURES

3.1 SELECTION CRITERIA

1. Criteria for Assignment to NCAA Division III Regional.

- Must be scheduled to work a minimum of six Division III games and be recommended by a conference;
- Must have at least five years of experience at the Division III level with a minimum of 25 NCAA games each year;
- Attendance at a NCAA baseball umpire clinic every two years; and
- The NCAA Baseball Umpire Improvement Program will select 64 umpires from the conference approved lists, taking the following into consideration:
 - National championship series experience;
 - NCAA Division III regional experience;
 - Division II and III postseason experience;
 - Division I conference and non-conference experience;
 - Strength of schedule;
 - Number of games officiated within the conference that has recommended them;
 - NJCAA or NAIA national championship experience;
 - Off field conduct (professionalism); and
 - Must receive a passing grade of 80 percent on the annual NCAA online rule test.

2. Criteria for Assignment to National Championship.

- Must be recommended by at least one Division III conference; and
- The NCAA baseball umpire improvement program will select eight umpires from the conference approved lists, taking the following into consideration:
 - National championship experience;
 - NCAA Division III regional experience;
 - Division II and III postseason experience;
 - Division I conference and non conference experience;
 - Strength of schedule;
 - NJCAA or NAIA national championship experience;
 - Past evaluations;
 - Off-field behavior (professionalism);
 - Attendance at a NCAA umpire clinic every two years; and
 - Must receive a passing grade of 80 percent on the annual NCAA online rules test.

3. Postseason Recommendation Procedures.

A Division III coordinator/assignor may recommend as many umpires as they deem qualified for consideration, but they must recommend at least eight individuals.

4. Assignment Procedures

Once the lists have been received the national coordinator will compile and review the lists to ensure that all recommended umpires meet the requirements listed in this manual. The

national coordinator will evaluate all recommended umpires based on the criteria listed above and make a formal recommendation to the baseball committee.

Aside from the criteria listed above, the following are taken into consideration when making recommendations and final assignments:

- a. Where each umpire is ranked on the conference list;
- b. If the umpire is ranked on other conference lists and their ranking on those lists;
- c. If the umpire was selected to work the conference tournament this year; and
- d. In season evaluations by the national coordinator and regional advisors.

Umpires will also receive a letter of notification relative to their assignment.

SECTION 4: ELGIBILITY REQUIREMENTS FOR UMPIRES

1. In order to be considered for NCAA Division III umpire championship selection and assignment, the following eligibility requirements must be satisfied by the deadline dates:
 - a. **Attendance at NCAA regional umpire clinic** - See Appendix A for clinic sites and information.
 - b. **Receive a passing grade of 80 percent or better on the annual NCAA baseball test** – Online rules test must be completed on <http://ncaabaseball.arbitersports.com> by Friday, February 11, 2011.

SECTION 5: DIVISION III CHAMPIONSHIP TRAVEL

5.1 – TRANSPORTATION.

All umpires within 500 miles of their assigned site are required to drive and will be reimbursed at 51 cents per mile. If you live more than 500 miles from the site and choose to drive instead of fly, you will be reimbursed for the cost of the flight you would have taken. Contact Short's Travel Management (866/821-8547) for all flight arrangements and to calculate your approximate mileage reimbursement.

1. Regional Umpires.

You must be in the host city the night of May 17. Crew chiefs and assistant crew chiefs **must** arrive in time for the pretournament meeting with the NCAA game representative. Please note that due to weather conditions, it may be necessary to extend the competition. The umpires will receive a flat fee of \$780 and a \$45 per diem per day.

2. National Championship Umpires.

Contact Short's Travel as soon as you receive your assignment,. Identify yourself as a baseball championship umpire and book your coach-class tickets. You must be in Appleton, Wisconsin by 4 p.m. Thursday, May 26. Schedule your departure for Wednesday, June 1. You will receive a flat fee of \$1,300 and a \$45 per diem per day.

3. Dress Code

Umpires **must** be dressed in the following manner while traveling to and from the host city and **all** tournament functions:

Acceptable

Coat and tie
Sport jacket with dress casual shirt
Golf shirt

Not Acceptable

Denim jeans of any type
Shorts of any type
T-shirts of any type
Warm-up suits
Any university/conference/pro logo item

5.2 – TRANSPORTATION AT CHAMPIONSHIP SITE

1. National Championship Umpires

One courtesy car is will be available to use at the championship site.

5.3 - HOTEL

1. Regional Umpires.

The host institution will make a hotel reservation for each crew member. The rooms will be set up as a direct-bill for the room and taxes. Any and all personal charges are the responsibility of the umpire. Be sure to settle all charges before you leave the site. If you have guests attending the tournament, they may stay with you or you may make other

arrangements. Do not ask the host institution, tournament officials, or the hotel for any extra rooms at no charge or to upgrade your room.

2. **National Championship Umpires.**

Umpires will have individual rooms at the following hotel:

Settle Inn & Suites
1565 Federated Way
Appleton, Wisconsin 54913
Phone: 920-/560-3000
<http://www.settleinnappleton.com/>

Rooms will be set up as a direct bill for the room and tax.

SECTION 6: DIVISION III PRE-TOURNAMENT INFORMATION

6.1 - PRE TOURNAMENT MEETING.

1. Regional Umpires.

The NCAA game representative and host institution will arrange a meeting Tuesday evening, May 17, between the coaches and administrators of each institution, the umpiring crew, and other game management personnel. The crew chief and assistant crew chief are required to attend. A ground rule review meeting will also be scheduled.

2. National Championship Umpires.

The national coordinator will meet with NCAA staff, baseball committee, and team representatives at a pre-tournament meeting Wednesday, May 25 at 8 p.m. Central.

6.2 - UMPIRE CREW MEETING.

1. Regionals.

Before the tournament, the crew chief and assistant crew chief will conduct a meeting with the entire crew. It is preferred that the meeting be held the morning of the first game. The crew chief will conduct a thorough review of the four-man mechanics that are to be used during the tournament, including a review of the four-man mechanics videotape, and announce the rotation for the tournament. He will discuss off-field behavior, set a time to review ground rules with the NCAA game representative, and answer any questions from the crew.

2. National Championship.

The entire crew will meet THURSDAY, MAY 26 at 8:00 P.M. at the Settle Inn. Game assignment for the first two days will be announced at this meeting.

6.3 – TICKETS.

1. Regional Tournaments.

Tickets for tournaments must be arranged for and purchased from the host institution. No umpire should ask for or receive tickets for guests at no charge. It is recommended that host institutions provide seats for non working umpires.

2. Baseball Championship.

Championship tickets can be purchased at Fox Cities Stadium. **Guests must have a ticket for each game. Umpires will receive a credential for entry into the stadium.**

6.4 - PAYMENT OF FEES AND EXPENSES

1. Regional Umpires.

The host institution is responsible for the payment of your game fees and expenses. Each umpire will receive a flat fee of \$780 plus 51 cents per mile for transportation to the site (if

driving). Each umpire also will receive \$45 per day for meals and incidentals beginning with day of arrival and ending with day of departure. All expense forms must be completed and sent by the crew chief or NCAA game representative. The NCAA and host institutions do not reimburse umpires for airport parking, laundry, or any other expenses. These are your responsibility.

2. **Championship Umpires.**

Each umpire will receive a flat fee of \$1,300 plus 51 cents per mile for transportation to the site (if driving) Each umpire also will receive \$45 per day for meals and incidentals beginning with day of arrival and ending with day of departure. The national coordinator will submit expense forms to the NCAA championship manger and to the host institution for processing.

6.5 - PRE TOURNAMENT BANQUET.

Per NCAA policy, game officials may not attend the pre tournament banquet or social event involving participating coaches or teams before the competition.

SECTION 7: AROUND THE STADIUM

7.1 - TRANSPORTATION TO AND FROM THE STADIUM.

1. **Regionals.**

All umpires must coordinate with the crew chief and assistant crew chief as to their transportation plans to and from the stadium. Please notify the crew chief if you plan to arrange for your own transportation. All umpires scheduled to work, including the alternate, must be at the stadium at least one hour and fifteen minutes before the scheduled start time.

2. **National Championship.**

Parking for courtesy cars will be directly behind the first base side of the stadium. If you plan to use your own car, please notify the national coordinator so that an additional parking pass may be requested. Please note that parking passes will be received upon arrival at the stadium.

7.2 - LOCKER ROOMS.

The host institution will provide the umpires with a secure locker room to be used for the duration of the tournament. This locker room is for the exclusive use of the umpires. No visitors will be allowed at any time. **AT NO TIME SHALL A COACH OR ANY OTHER MEMBER OF A PARTICIPATING INSTITUTION BE ALLOWED IN THE UMPIRE LOCKER ROOM.** The crew chief and assistant crew chief must make sure this is enforced. NCAA personnel, the NCAA game representative, and clubhouse attendants are the only other individuals permitted in the locker room. The crew chief will coordinate the handling of the locker room to ensure security. It is recommended that valuables not be left in the locker at any time. Remember you are guests of the host institution and always be respectful of their facilities. **There will be no tobacco products or alcohol allowed in any locker room.**

7.3 - GAME BALLS.

1. **Regionals.**

Game balls will be delivered to the crew chief before the tournament. In most cases, the umpires will be responsible for rubbing up balls before each game. It is the policy of the NCAA to allow each umpire one new game ball as a souvenir. Any umpire discovered taking more than one ball would be subject to discipline by the NCAA. If it appears additional game balls might be necessary, please notify the NCAA game representative promptly.

2. **National Championship.**

Game balls will be handled by the NCAA and will be located directly behind home plate. It is the policy of the NCAA to allow each umpire two new game balls as souvenirs of the tournament. The crew chief will be responsible for distributing these balls. Any umpire discovered taking more than two balls will be subject to discipline by the NCAA.

7.4 - PRESS BOX.

1. Regional and Tournaments.

The press box is off limits to all members of the umpiring crew at all times.

2. National Championship.

The press box and press meal area is off limits to all members of the umpiring crew at all times.

7.5 - DRESS CODE

1. Regionals.

It is acceptable for umpires to dress casually when traveling to and from the stadium and during their off games. It is acceptable to wear dress shorts (no cutoffs), however no denim jeans, t-shirts, or warm-up suits are allowed. You are not allowed to wear any university, conference, or pro logo item. Remember you are representing the NCAA from the time you leave your home until the time you return.

2. National Championship.

All umpires will dress appropriately for travel to and from the stadium each day. Long pants and a dress, casual, or golf shirt are required.

7.6 - MEDIA/PRESS STATEMENTS.

1. Regional Tournaments.

In the event of an odd or confusing play or situation, a pool reporter, selected by the tournament media coordinator, will be escorted to the umpire's locker room by the NCAA game representative to receive a rule interpretation. All interpretations will be made by the crew chief, or assistant crew chief if the crew chief was involved in the play.

2. National Championship.

The national coordinator, the baseball committee and Mr. Holman will handle all press inquires.

7.7 – GIFTS.

Host institutions may not give any member of the umpire crew any gift or memento that is not also given to all participating coaches. No umpire should request gifts or souvenirs from anyone involved in the tournament.

7.8 – SECURITY.

The host institution must provide adequate security as umpires enter and exit the playing field and at the umpire locker room. Crew chiefs should discuss this with the NCAA game

representative before the tournament begins. It is recommended that at least one security officer accompany game officials to and from the playing field and their locker room.

SECTION 8: ON THE FIELD

8.1 ASSIGNMENTS/ROTATIONS.

1. Regional Tournaments.

All assignments are made by the crew chief in consultation with the national coordinator. Assignments will be announced at the pretournament umpires meeting. Either the crew chief or assistant crew chief must be on the field for every game. Umpires are not guaranteed a specific number of games (plate or bases) during the tournament. An alternate umpire must be in the stadium at all times. Generally the umpire who just worked home plate should be the alternate; however this may change if an umpire wants to stay at the stadium for some reason. Umpires are required to be in the locker room at least one hour and fifteen minutes before each game that they are assigned to work.

The rotation for all regional tournaments will be as follows:

HP / Off (Alt) / Third Base / Second Base / First Base / Off

In the event of injury, illness, or any other reason an umpire is not available to work as scheduled, the crew chief will coordinate an adjusted rotation with the national coordinator. The goal is to not require an umpire to work more than two games in a day.

2. National Championship.

The national coordinator, in consultation with the chair of the baseball committee, makes all assignments. Assignments for the first two days of the tournament will be made at the pretournament umpires meeting. After the first two days, assignments will be made daily and will be posted in the locker room. Due to numerous factors, the rotation will most likely not remain the same for the remainder of the tournament. Umpires are not guaranteed a specific number of games (plate or bases) during the tournament.

An alternate umpire must be in the stadium at all times. Generally, the umpire who just worked second base should be the alternate; however this may change if an umpire wants to stay at the stadium for some reason.

3. Injury or Illness at Regional Tournaments.

The alternate will take the position on the field of any base umpire who becomes ill or injured during a game. If the plate umpire becomes ill or injured, the alternate will work second base and the second base umpire will take over behind home plate. No umpire, unless ill or injured, shall leave the tournament before the conclusion of the championship game. The crew chief should contact the national coordinator if any member of the crew is unable to work the remainder of the tournament. The national coordinator will decide if a replacement is necessary and will select such person.

8.2 - TOBACCO PRODUCTS.

The use of all tobacco products by umpires at the site of competition (i.e. umpire locker room, playing field, other areas of the stadium, etc.) as well as during other championship activities such as press conferences, post game interviews, shall be prohibited. The games committee, in accordance with the misconduct provisions, shall deal with violations of this regulation.

8.3 UNIFORMS/EQUIPMENT.

1. Regional Tournaments.

NCAA umpires should take pride in their appearance. Uniforms and hats shall be kept clean, pressed, and in first class condition. Uniforms will be worn only in the dressing room and on the field. Umpires may not sit in the stands or enter public areas of the stadium while in uniform.

Each umpire is responsible for his own equipment and uniform. The NCAA will provide a sized hat to each regional umpire. Please be sure to fax Honig's immediately to provide them with your hat size. The hats for the entire crew will be sent to the host institution and delivered to you on arrival.

See Appendix C for Honig's Information and order forms.

The standard uniform options are as follows:

- a. Short or long sleeve black pullover shirt with white tipping on collar and sleeve cuff (reference Honig's style NHMLS-B, NMLLS). Black or white T-shirt may be worn underneath the black shirt. All members of the crew must wear the same color on the bases.
- b. Short sleeve polo blue pullover style shirt with black and white tipping on the collar and sleeve cuff (reference Honig's style NHMLS-PB). Black or polo blue T-shirt or mock turtleneck may be worn underneath the polo blue shirt. Shiny or dazzle cloth versions are not acceptable.
- c. All shirts must have the "NCAA" letters embroidered on the left breast pocket.
- d. Black nylon pullover jacket with white shoulder trim and "NCAA" lettering on the left chest (reference Honig's NCAA17-B). Black, polo blue, or white T-Shirt, mock turtleneck worn underneath.
- e. Black blazer
- f. Gray pants (reference Honig's PBS1, PBS2 for consistent color).
- g. Black ball bags.
- h. Black socks.
- i. Black shoes (white stripes are permitted).
- j. Black belt.
- k. Black gloves.
- l. Black hat with "NCAA" lettering. Each regional umpire will receive one sized hat.

No other variations are allowed and no conference or association patches are allowed. No uniform numbers will be worn in regional or super regional tournaments. All base umpires

will dress in the same uniform top; the plate umpire may dress in the uniform of his choice. However, if all umpires are wearing shirts they must all be the same color. **It is not acceptable to wear a short sleeve shirt on the plate with a long sleeve shirt underneath.** No visible jewelry (excluding wedding bands and medical alert bracelets) or watches of any kind are to be worn on the field during any NCAA tournament game.

It is acceptable for umpires to wear athletic style sunglasses on the field if the conditions warrant. It is recommended that umpires carry the glasses onto the field and during the pre game conference and put them on once they reach their respective positions.

2. National Championship.

The NCAA will provide sized NCAA hats, shirts, undershirts, and trousers. Umpires must return Honig's order form immediately for shipment.

8.4 – TEAMWORK.

Games are to be officiated by a crew of umpires, not four or six individuals. Umpires should officiate and communicate as a team and should assist and support one another on the field at all times. Umpires should avoid any conduct (including communication both verbal and non verbal) that would suggest to coaches, student-athletes, or fans the existence of dissension or friction within the crew.

8.5 - STYLE OF FORM OF CALLS.

The NCAA strongly encourages individualism in style and form of basic umpire mechanics and recognizes that the individual styles of veteran umpires have evolved over a number of years. However, the following certain fundamentals should be evident in signals and calls:

1. NCAA umpires shall make a signal on all calls with the exception of "ball" and an obvious catch of a fly ball. Signals are to be visible, crisp, and clear. Voice calls should be clearly audible.
2. All signals should project decisiveness to the teams, fans, and media. Signals should not be slow to the point of appearing uncertain or causing confusion for the fans or media.
3. NCAA umpires are expected to increase the assertiveness of their call (signal and voice) as the play becomes closer. A causal, laid back signal is not appropriate in a crucial, close play. However, over elaborate, excessive signals are not an acceptable technique either.

8.6 – ATTITUDE.

The NCAA expects energetic and earnest work from every umpire working a post season assignment. Umpires must be 100 percent focused every pitch of every game without regard to the score, inning, record of teams involved, or any other external factor. Umpires must present themselves with a high level of intensity and concentration throughout every game. They are expected to display an alert, eager, confident, enthusiastic demeanor on the field. Unacceptable demeanor includes appearing bored, lethargic, casual, arrogant, cocky, antagonistic, timid, lackadaisical, and other non professional appearances.

8.7 – CHARACTER.

NCAA umpires are expected to exhibit and uphold the standards of integrity of the umpiring profession. The image of an NCAA umpire demands honesty and a sense of high ethical standards. NCAA umpires should make every decision based on the circumstances and facts presented, regardless of an umpire's past history with a particular student-athlete or team. No umpire should ever threaten a student-athlete, coach, or team with future retaliation. NCAA umpires should accept constructive criticism from conference or national umpire supervisors.

8.8 – FRATERNAZATION.

NCAA umpires should avoid excessive casual, unnecessary conversations with student-athletes, coaches, team personnel, or fans during the progress of a game. Umpires may not visit team or university offices unless official business requires otherwise. To avoid appearances of impropriety, umpires should be cautious regarding any casual fraternization with university employees.

8.9 - HUSTLE AND ENTHUSIASM.

The NCAA expects a consistently high level of hustle and enthusiasm from every umpire. These qualities should be evident in all movements and mannerisms on the field. Umpires are expected to hustle to and from positions while not exhibiting "false" or "over hustle". They must demonstrate a keen interest from start to finish and must not appear disinterested at any time. They must also remain focused and intense regardless of their position on the field or the status of the game. Every pitch and every play must be treated with the same respect. Umpires must assume a ready position (hands on knees or walking into the pitch) before every pitch. Hands on hips or arms folded across the chest are not acceptable ready positions.

8.10 GETTING THE CALL RIGHT.

The first requisite of an umpire is to ultimately get all decisions correct. Umpire pride is important, but never as important as getting the play right. It is the philosophy of the NCAA that umpires always seek to get the call right. This may involve the reversal of a previously rendered decision. However, the correct decision, not the pride of any umpire, must prevail.

Following are general guidelines for this policy:

1. NCAA rule 3-6-g states "No umpire shall criticize or interfere with another umpire's decision, unless asked by the one making it; however, if there is a misinterpretation of a rule, it should be brought to the attention of the umpire-in-chief". Therefore, except in special situations such as those outlined in the next paragraphs, the umpire making the call must be the one to seek assistance of a partner.
2. An umpire is urged to seek help when his view is blocked or positioning prevents him from seeing crucial elements of a play. An umpire is also encouraged to seek help in instances

when he has any doubt and a partner has additional information that could lead to the proper ruling.

3. In the situations listed below, a partner, who is 100 percent certain he has additional information unknown to the umpire making the call, should approach unsolicited and alert the other umpire to such information. **However, the ultimate decision to change a call rests with the calling umpire.**
 - a. Deciding if a home run is fair or foul;
 - b. Deciding whether a batted ball left the playing field for a home run or ground rule double;
 - c. Cases where a foul tip is dropped or trapped by the catcher;
 - d. Cases where a foul fly ball is caught or not caught;
 - e. Cases when an umpire clearly errs in judgment because they did not see a ball dropped or juggled after making a tag or force;
 - f. Spectator interference plays; and
 - g. Balks called by an umpire who clearly did not realize the pitcher's foot was off the rubber.

Umpires are not to seek help on plays on which they are 100 percent confident in their judgment and view of the play. **Head coaches are not entitled to a second opinion when the calling umpire is certain his decision is correct.** On the other hand, umpires are not to “die” with a call in cases where the following occurs:

- a. The calling umpire is not 100 percent certain he is right; and
 - b. Another umpire has additional information which could lead to a proper ruling Both NCAA philosophy and umpire integrity, consistent with NCAA rules, dictate that calls be reversed in this situation.
4. When an umpire seeks help, he should do so shortly after making the original call. He should not have a lengthy discussion with the head coach or others and then ask for help. If the calling umpire seeks help, he should include other umpire(s) who would likely have the best position to see the elements of the play. This conversation must take place away from student-athletes or coaches. If a crew chief deems it necessary, he can, at his discretion, bring together the entire crew. All umpires involved should meet at once; multiple meetings unnecessarily delay the game. Crew chiefs can conduct conferences and are expected to ensure that NCAA philosophies are given priority over any single umpire's pride. After a request for an umpire conference has been granted, coaches are not allowed to continue to argue a call once the final decision has been made. If a call is reversed, coaches are entitled to an explanation.
5. Judgment calls, which have traditionally not been subject to reversal, include steal and other tag plays (except if the ball is dropped without the umpire's knowledge as discussed above), force plays (when the ball is not dropped and foot is not pulled), balls and strikes (other than check swings). This practice will continue. Also some calls cannot be reversed

without creating larger problems. An example is the “catch/no catch” with multiple runners or a ball that is ruled foul.

Overall, umpires are urged to seek help on reversible plays in which they may have erred by not seeing a crucial element of a play. Such meetings, while necessary, should be infrequent and not become a substitute for umpires seeking proper angles, exercising sound judgment, and having the conviction to stay with a call that an umpire believes was properly made.

8.11 - HANDLING SITUATIONS.

NCAA umpires must walk a fine line between keeping the game under control and not exacerbating situations with overly aggressive or arrogant actions. Although every situation is unique, the NCAA strives for uniformity in dealing with situations on the field with the following general guidelines:

1. Umpires should remain calm, professional, tactful, firm, in control, fair, and impartial. They cannot be perceived as overly aggressive, confrontational, hot-headed, short-tempered, timid, intimidated, or nervous. Umpires must never display impatience or a condescending attitude.
2. Umpires are expected to understand their role as a steady, calming influence on the game. Umpires must be able to sort out complex and important situations and cannot be hesitant to make unpopular decisions.
3. Umpires should never ignore occurrences on the field that require their attention to maintain order and control. But when difficult situations arise, it is essential that umpires stay above the emotional fray and never lower themselves to the excitable level of a particular student-athlete or coach. Umpires must be clear and decisive, while not overly aggressive or overbearing. They are expected to become more assertive if the situation calls for such, but must control their temper at all times. All in all, umpires must calm volatile situations while keeping control and managing them.
4. Umpires are required to listen to head coaches if discussions are reasonable and non emotional. Umpires are to be firm and authoritative in conversations with head coaches, but never should initiate an argument. Umpires must not create unnecessary friction by ignoring reasonable inquires. At the same time, NCAA umpires must command respect and never tolerate personal abuse.
5. Umpires should avoid sarcastic remarks or profanity and not insist on the last word. The NCAA will not tolerate umpires’ language, which if used by a student-athlete or coach toward an umpire, would result in discipline.
6. Umpires must not charge a student-athlete or coach or follow him if the argument is over and he is walking away. Umpires cannot look for trouble or invite arguments. If a situation can defuse itself, umpires must allow it to happen. Umpires must not be perceived as having escalated a situation.

7. Umpires must not initiate contact with a student-athlete or coach. Initiating contact, including “bumping” and physical finger pointing will subject umpires to discipline.
8. Umpires must never be resentful or hold grudges. Decisions must be made individually regardless of past history with a particular student-athlete, coach, or institution. Umpires should never attempt to “even-up” with a student-athlete or coach with whom he has had previous problems.

8.12 - EJECTIONS/SUSPENSIONS.

1. Ejections.

Umpires are entrusted with the power to remove any participant from a game. This responsibility should never be taken lightly. The NCAA recognizes that every situation is unique and that umpire discretion is essential to proper game management. Notwithstanding unique or extraordinary circumstances, student-athletes and coaches look to umpires for uniformity in applying standards to determine grounds for ejection. The following guidelines should be followed and considered cause for ejection of the offender:

- a. Any threat of physical intimidation or harm to include pushing, shoving, bumping, kicking, spitting, spewing, throwing at, or attempting to make physical contact.
- b. Use of profanity specifically directed at an umpire or vulgar personal insults, including accusations of bias or cheating.
- c. Refusal to stop arguing, and further delaying the game after the umpire has provided a student-athlete or coach adequate opportunity to make his point. The umpire should warn the student-athlete or coach that he has been heard and should return to his position or the dugout or he will be ejected.
- d. Arguing balls and strikes (including check swings) after being warned.
- e. Use of gestures (i.e. jumping up and down, sliding on the ground, violently waving arms) while arguing with an umpire, or stepping out of the dugout and making such gestures toward an umpire.
- f. Throwing uniform items, equipment, or other items while arguing or from the dugout.
- g. Assistant coaches engaging in a prolonged argument with an umpire over a rule or judgment call. Only head coaches may enter the field of play to discuss a rule or play with an umpire.
- h. There are other specific actions listed in the NCAA Rule Book that result in an immediate ejection. These violations include a pitcher intentionally throwing at a batter, a runner flagrantly colliding with a fielder, bench jockeying, etc. These rules are to be enforced strictly as written.

If an ejection does occur, the umpire must complete the NCAA Ejection Report and send the report by e mail to the national coordinator within 8 hours after the completion of the game. A call should also be made following the game to the national coordinator.

2. Suspensions.

If the student-athlete or coach commits an act that by rule is cause for suspension, the umpire must notify the head coach or game management administrator and the NCAA

game representative immediately. The umpire must complete the NCAA Suspension Report and send the report by e mail to the national coordinator within 8 hours after the completion of the game. A call should also be made following the game to the national coordinator.

See Appendix D for the Ejection and Suspension Report Forms.

8.13 - RAIN/LIGHTNING SITUATIONS.

1. Regionals.

The umpire-in-chief will work with the crew chief, assistant crew chief, the NCAA game representative, tournament manager and the ground crew in determining when to use the tarp and when the game will be halted and/or resumed. If field conditions become dangerous to student-athletes, the umpire in chief and crew chief should halt the game and consult with the NCAA game representative.

2. National Championship.

All decisions to cover the field will be made by the NCAA staff in consultation with stadium personnel and broadcast partners. If field conditions become dangerous to the student-athletes, the umpire in chief and crew chief should halt the game and consult with NCAA staff and stadium personnel.

8.14 – PROTESTS.

Any protest by the coach of a completing team must be made at the time of the action or incident that caused the protest and before play is resumed. If the game ends (legal contest) in a protestable situation, the offended team has until all fielders have left fair territory to voice its protest intentions. All protests must be made to the crew chief. However, if he is not working the game, the assistant crew chief or the home plate umpire shall receive the protest. No protest shall be allowed that involves a judgment decision by an umpire. All protests must be ruled on immediately by the protest committee. The committee shall confer with the umpires before making its decision, and the NCAA game representative will make a written report to the baseball committee chair.

8.15 – EVALUATIONS.

NCAA game representatives, regional advisors, crew chiefs and assistant crew chiefs, as well as anyone designated by the national coordinator, will complete an evaluation form for each member of the crew (excluding himself).

See Appendix E for the evaluation criteria and scale.

These evaluations must be sent to the national coordinator by June 14. Head coaches of participating institutions are given the opportunity to evaluate umpires as well. Immediately upon completion of the tournament these evaluation 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 NCAA to forward copies of evaluations to umpires; however, any umpire may contact the national coordinator to discuss his evaluations. The national coordinator will compile all the evaluations submitted during the championship and submit a recap to the officiating subcommittee.

At the championship, the national coordinator with input from the baseball committee members will complete an evaluation form for each umpire at the championship.

SECTION 9: OFF THE FIELD

9.1 CREW CHIEF.

Once notified of his site and crew, the crew chief should first contact his assistant and start the process of notifying the other members of the crew. He should then contact the tournament manager and NCAA game representative to confirm the pre tournament meeting time and site. If all members of the crew have not been contacted and response received by Monday night, May 16 for regionals, the crew chief should contact the national coordinator. The NCAA office staff will provide the host institution regional site information for each regional.

The crew chief should confirm the hotel arrangements and then notify the national coordinator with the following numbers:

1. Crew chief cell phone.
2. Assistant crew chief cell phone.
3. Locker room.
4. Press box.
5. Hotel (phone and fax).

Aside from the leadership responsibilities on the field, crew chiefs are responsible for conduct of the umpires off the field as well. The crew chief must file a written report of any incident of misconduct, unprofessional behavior, or violation of these guidelines with the national coordinator immediately after the tournament. Crew chiefs will be held responsible, and possibly disciplined for any incident not reported or for any umpire violations of these policies and procedures.

9.2 – GUESTS.

Some umpires like to bring wives or other guests to tournaments. This is acceptable as long as the umpire does not abuse the situation or inconvenience his partners, NCAA game representatives, or anyone at the host institution. Umpires should not ask for free tickets, hotel rooms, or for any other special requests. Having these guests in attendance is the umpire's responsibility. While it is acceptable to have guests, please remember that your duties and responsibilities as a tournament umpire come first.

9.3 – ALCOHOL.

No alcoholic beverages of any type are permitted in the umpire locker room during a tournament. After an umpire has completed his assignments for a day (including serving as an alternate), he is allowed to drink alcoholic beverages. However, the following guidelines should be adhered to:

1. Do not drink at the stadium.
2. Do not drink in any public places at the hotel.

3. Find a reputable establishment that is not frequented by the media, coaches, or student-athletes.
4. If you are in an establishment when members of the media, coaches, or student-athletes arrive, you should finish your drinks and leave.
5. Do not, under any circumstances, drive an automobile after having consumed alcohol.
6. Do not bring undue attention to yourselves by announcing to people who you are and why you are in town.

We are all adults and should know these things but past experience mandates such policies. Umpires are very visible and therefore recognizable to the media, coaches, student-athletes, and fans. The Umpire Improvement program wants every umpire to have fun and enjoy the experience of working championship tournaments; however, we must be aware of the perception that can be created by inappropriate behavior off the field. If you are not able to adhere to these policies for an entire tournament, we will be forced to replace you.

9.4 – GAMBLING.

The NCAA opposes all forms of legal and illegal sports wagering. Sports wagering has the potential to undermine the integrity of sports contests and jeopardizes the welfare of student-athletes and the intercollegiate athletics community. Sports wagering demeans the competition and competitors alike by sending a message that is contrary to the purposes and meaning of “sport”. Sports competition should be appreciated for the inherent benefits related to participation of student-athletes, coaches, and institutions in fair contests, not the amount wagered on the outcome of the competition.

For these reasons, the NCAA membership has adopted specific rules prohibiting athletics staff members and student-athletes from engaging in gambling activities as they relate to intercollegiate or professional sporting events.

Please note the following basic guidelines that college baseball umpires should adhere to:

1. Do not ever bet on a game – with anyone. All kinds of tactics will be used by gamblers to encourage your involvement.
2. Do not associate with known or suspected bettors.
3. Do not offer any opinions about any game to anyone – before or after the game.
4. Do not put yourself in a compromising situation through any personal misconduct.
5. Do not accept favors or gifts from suspected or known bettors.

6. Do not furnish any information about a game, student-athletes, coaches, or officials to anyone except when following your conference's procedures.
7. Do not hesitate to discuss any suspicious person(s) with your crew chief, who will notify the national coordinator. If necessary, a confidential investigation can be conducted. Always inform your crew chief any time an individual suggests (even apparently in fun) that you accept money to affect the outcome of a game.

Gambling not only is a big business – it is dangerous. Your cooperation in the fight to combat it not only will protect intercollegiate competition from its harmful influences, but will place one of your more important aspects- your personal integrity- above reproach.

The NCAA is very concerned about the perception of its officials and gambling. Any local area casino, racetrack, or other establishment where any form of wagering occurs is strictly off limits at all times. No exceptions or allowances will be given in this area and offenders will immediately removed from the crew.

9.5 – OTHER.

Be very careful of what you say to anyone about your work as an umpire. Whether you are talking directly to a person or not, be aware that what you say can be overheard and misinterpreted. You should not socialize in any way with anyone from the host institution or from any of the participating institutions. Whenever possible, umpires should enter and exit the stadium together. If confronted by a coach, student-athlete, or fan, do not enter into a discussion; simply excuse yourself and leave.

You should also be extremely careful of any remarks made while traveling, in and around the stadium, and in any social situation that may be interpreted as harassing or sexually offending. Again, you are representing the NCAA at all times and your actions must be above reproach.



APPENDIX A



2011 NCAA Umpire Clinics

**January 8, 2011
Tennessee**

Nashville,

Nashville Airport Marriott
600 Marriott Drive
Nashville, TN 37214
615/889-9300

NCAA Room Rate - \$95.00
Cut Off Date – December 17, 2010

Division I Conferences Expected to attend: ACC, Atlantic Sun, Big South, Colonial, MEAC, Ohio Valley, Sun Belt, SEC, Southern and SWAC

**January 15, 2011
Pennsylvania**

Philadelphia,

Philadelphia Airport Marriott
One Arrivals Road
Philadelphia, PA 19153
215/492-9000

NCAA Room Rate - \$99.00
Cut Off Date – December 31, 2010

Division I Conferences Expected to attend: America East, Atlantic-10, Big East, Colonial, Ivy, MAAC, MEAC, Northeast and Patriot

January 22, 2011

Phoenix, Arizona

Sheraton Crescent Hotel
2620 West Dunlap Avenue
Phoenix, Arizona 85021
602/317-2807

NCAA Room Rate - \$129.00
Cut Off Date – December 22, 2010

Division I Conferences Expected to attend: Big West, Mountain West, Pac-10, West Coast and WAC



January 29, 2011**Chicago, Illinois****Hyatt Regency Chicago**

151 East Wacker Drive

Chicago, IL 60601

312/565-1234

NCAA Room Rate - \$121
Cut Off Date – December 28, 2010

Division I Conferences Expected to attend: Big Ten, Big 12, C-USA, Horizon, Mid-American, Summit, Missouri Valley, Mountain West and Southland

In order to receive the room rates listed, each clinic attendee should inform hotel personnel that he or she will be attending the NCAA umpiring clinic. All arrangements for sleeping rooms should be made through the reservation desk at the appropriate hotel before the designated reservation cut-off date. All room blocks are limited and on a first come, first serve basis.

* The hotel sales contact should be contacted directly only if coordinators or conference representatives wish to schedule meeting(s) prior to or after the NCAA clinic. Please do not contact these individuals when making sleeping room reservations only.

** It is permissible for an individual to attend a clinic other than the one to which his or her conference or institution is assigned.

APPENDIX B

Umpire Ejection/Incident Report

Procedure to follow after an ejection:

1. The ejecting umpire shall call his conference coordinator immediately after the game to report any ejection or incident.
2. The ejecting umpire shall file an NCAA or conference approved ejection report with his conference coordinator as soon as possible after the completion of the contest.
3. If a suspension was also issued, a separate NCAA approved suspension report must also be filed. Further instructions for filing the suspension are included on that form.
4. If ejection occurs during NCAA Div-1 Post-Season play, a copy of the report and an immediate phone call needs to be placed to the National Coordinator. If he is not available, please then contact the Director of Umpires.

National Coordinator
Gene McArtor
573-999-9162 Cell
McArtorE@missouri.edu

Director of Umpires
Tom Hiler
208-598-5558 Cell
TomasHiler@yahoo.com

**Date and Time Report is written:
Coordinator:**

Name of Conference

Reporting Umpire (Name/Telephone # and Email Address):

Home Plate Umpire:

Location at time of incident:

First Base Umpire:

Location at time of incident:

Second Base Umpire:

Location at time of incident:

Third Base Umpire:

Location at time of incident:

Date of Game:

Location & Conference of Game:

Home Team :

Visiting Team:

Name of Player(s)/Coach(s)/Personnel involved (FULL NAME & UNIFORM #):

Situation that led up to the incident (BE DETAILED):

Describe any consequences as a result of the incident:

In my opinion this offense was (check all that apply):

- | | |
|---|--|
| <input type="checkbox"/> Offensive | <input type="checkbox"/> Violent |
| <input type="checkbox"/> Very Offensive | <input type="checkbox"/> Too Prolonged |

The ejected person(s) was was not warned.

The ejection delayed the game for approximately _____ minutes.

Suspension Report Form

Procedure when an ejection carries a suspension:

1. The ejecting umpire will notify his conference supervisor immediately after the game and will file this suspension report with his supervisor and the secretary-rules editor as soon as possible after the completion of the contest.
2. The ejecting umpire/crew chief shall notify the head coach of the suspension, either personally or through the home team game management administrator on site.

Procedure for a Post-Participation Ejection:

1. If a situation occurs after the last out to end a game or after a player has been removed from the game and this conduct would result in an ejection during the normal course of play, the umpire/Crew chief will issue a post-participation ejection.
2. If the ejected person is an assistant coach, player or other team personnel, the umpire/crew chief is to inform the head coach personally or through the home team game management administrator on site.
3. If the head coach is ejected, the umpire/crew chief is to inform the head coach and the home team game management administrator of the head coach's postgame ejection.
4. The ejecting umpire shall file a suspension report with the conference administrator, coordinator and NCAA secretary-rules editor noting that the ejection shall be served in that team's next scheduled contest. For clarification, the suspended individual is not allowed to:
 - a) Be dressed in game uniform;
 - b) Communicate with any team personnel or umpires;
 - c) Take part in any pre-game activities at the site of competition; or
 - d) Be in the stadium or on the field once pregame activities have started.

NCAA secretary-rules editor contact information:

Jim Paronto, secretary-rules editor

749 Winters Avenue

Grand Junction, Colorado 81501

*E-mail: paronto25@aol.com

Cell: 970/985-0233

Fax: 970/263-4529

***E-mail is the preferred method of communication.**

During NCAA Division III postseason play, if an individual is suspended or receives a post-participation ejection, the national coordinator must be notified immediately and a copy of this report forwarded directly to him. If the national coordinator is **not available, please contact George Drouches, Division III coordinator of umpires and/or Anthony Holman, assistant director of championships.*

DII Coordinator of Umpires

George Drouches

612/432-5351 (Cell)

george@autoporter.com

Assistant Director of Championships

Anthony Holman

317/525-3279 (Cell)

aholman@ncaa.org

APPENDIX C

EVALUATION CRITERIA AND SCALE 2011 NCAA DIVISION III BASEBALL Umpire Evaluation Standards

Grading Scale

- (5) **Outstanding**- never deviates from the listed standards
- (4) **Above Standard**- seldom deviates from the listed standards
- (3) **Meets Standard**- Adheres to an acceptable level from the listed standards
- (2) **Below Standard**- Occasionally deviates from the listed standards
- (1) **Unacceptable**- Consistently deviates from the listed standards

STANDARDS FOR NCAA UMPIRE EVALUATIONS

Plate Work

Stability of Head and Body Position

- Establishes “Locked In” position on every pitch
- Does not drift side to side or up and down with pitch
- Does not flinch on swings or foul tips
- Maintains proper spacing from catchers as not to become entangled if catcher moves quickly and unexpectedly
- Eyes remain at horizontal level with ground and does not dip as game goes on. Head at proper height to allow unobstructed view of entire plate
- Works in the “slot” not over top of catcher or to the outside
- Does not set in an unusually high or deep position that would draw attention or questioning of judgment

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
- Stays down in position to call balls

Proper Positioning for Plays

- Attains the appropriate angle and distance for plays
- Not too close nor too far from the play
- Works to get angle over distance when appropriate
- Adjusts position for poor throws or unusual play

Style/Mechanics of call

- Gives clear authoritative signals and uses correct signals
- Possesses smooth, relaxed style that projects confidence
- Coordinate voice and signals to give professional appearance. Voice is loud enough to be heard but does not draw undue attention
- Does not showboat or change the mechanics of his call during the course of a game

Judgment, Interpretation and Consistency of Strike Zone throughout the game

- Maintains the same zone throughout the game
- Is the same for both teams
- Has a grasp of how zone can be adjusted in lopsided game
- Interprets and calls the zone to its written limits
- Does not call “unhittable”pitch a strike nor zone is too small
- Makes concerted effort to call pitches above the belt as strikes

Crew Mechanics and Communications

- Follows NCAA umpire mechanics
- Has good knowledge of proper mechanics and rotations
- Rotates to first and third as needed
- Uses proper verbal and non-verbal communications
- Makes good eye contact with partners between hitters and during developing plays

Base Work**Proper Positioning for Plays**

- Attains appropriate angle and distance for plays
- Not too close not too far from the play
- Works to get angle over distance when appropriate
- Adjusts position for poor throws or unusual play

Style/Mechanics of call

- Gives clear authoritative signals. Possesses smooth, relaxed styles that project confidence
- Coordinates voice and signals to give a professional appearance
- Does not showboat or change the mechanics of his call during course of game
- Uses a voice that is loud enough to be heard but does not draw undue attention

Timing/Judgment

- Does not anticipate the play
- Allows everything that can happen, to happen, before making DECISION
- Gets the call right

NCAA Mechanics/Crew Communication

- 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
- Reads partners and fly balls well on outfield coverage and goes out as needed
- Uses proper verbal and non-verbal communications
- Establishes eye contact with partners between hitters and during developing plays

Reactions 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**NCAA Policies and Procedures**

- Adheres to all policies and procedures as outlined in the NCAA Game Officials Manual

NCAA Playing Rules

- Adheres to and applies rules, accepted practices, and interpretations detailed in NCAA Rule Book.

Situation Management

- Adheres to provisions of the NCAA Game Officials Manual

Effort and Professionalism**Focus and Hustle**

- Concentrates consistently on the crucial elements throughout the game
- Is prepared for every pitch and play, developing plays and situations
- Is aware of all that is going on within a game including dugout situations and inter-team developments
- Moves with a purpose during a play to get into proper position to cover plays
- Does not over hustle to draw attention to themselves

Appearance and Demeanor

- Proper display of uniform and fit or athletic appearance within the uniform
- Displays a conscientious and earnest desire to carry out on-field duties
- Exhibits posture that reflects interest in the game

Mobility

- Possesses physical ability to move into proper position on field
- Runs athletically and is able to keep pace

Fraternization

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



BASEBALL

UMPIRE EVALUATION REPORT

Team and Score: _____ vs. _____

Place: _____ Date: _____ Evaluated by: _____

Home Umpire: _____ 1st Base Umpire: _____

2nd Base Umpire: _____ 3rd Base Umpire: _____

5: Outstanding 4: Above standard 3: Meets standard 2: Below standard 1: Unacceptable **Any rating of 2 or lower should be accompanied by specific comments.	HP	1B	2B	3B
---	----	----	----	----

1) PLATE WORK

a) Stability of head & body position				
b) Timing				
c) Proper positioning for plays				
d) Style & mechanics of calls				
e) Judgement, interpretation, consistency of strike zone				
f) Crew mechanics & communication				

2) BASE WORK

a) Proper positioning of calls				
b) Style & mechanics of calls				
c) Timing & judgement calls				
d) Crew mechanics and communication				
e) Reaction to development of plays				

3) GAME & SITUATION MANAGEMENT

a) NCAA policies, procedures and points of emphasis				
b) NCAA playing rules				
c) Situation management / Ejections / Warnings				

4) EFFORT & PROFESSIONALISM

a) Focus / Hustle				
b) Appearance / Demeanor				
c) Mobility				
d) Fraternalization				

Regional Eval Overall Rating 5 to 1 5-Outstanding 1-Unacceptable				
Regional Eval Post Season Recommendation Reg.-Super Reg. CWS				

Evaluator's Summary Comments

APPENDIX D

NCAA BASEBALL RULES COMMITTEE

2011 RULE CHANGES

1. SIGNIFICANT CHANGES.

Rule 1-13c, A.R. 2: Revise to read: **The pitcher's glove must be black or brown.**

Rationale: This clarifies that the overall color of the glove is the important piece. If the umpire believes that the logo or lettering is distracting, the glove shall be removed.

Rule 1-14d (Uniforms): A.R. – Neoprene Sleeves, if worn by a pitcher, must be covered by an undershirt.

Rationale: Several questions were presented to the rules committee in this area. The spirit and intent of this rule is to have the pitcher be dressed uniformly and not in such a way that might distract the batter.

Rule 2-18, Check Swing (Change to Half Swing): At the beginning of the definition, add: **An attempt by the batter to stop his forward motion of the bat on the swing and putting himself in jeopardy of a strike being called. The half swing shall be called a strike if the barrel head of the bat passes the batter's front hip.**

Rationale: This is more in line with other rules codes and is a more accurate depiction of what umpires use to determine this call.

Rule 2-50: Add to (3) on 6-3b (3): If the catcher's initial **throw** retires the runner and the batter does not strike out, the batter is not out and the interference is disregarded. The ball remains live and other runners may advance. [add—**If there is an attempt by the catcher to throw and the attempt is aborted due to an action by the offense, the ball becomes dead immediately, the batter is out and all runners return to the base occupied at the time of the pitch (TOP).**

Rationale: This change makes consistent the wording for 6-3b and 7-11f with 2-50.

Rule 2-54, Obstruction: *The act of a fielder who, while not in the possession of the ball ‘or not in the act of fielding the ball,’ impedes the progress of any runner.*

Remove the 3rd paragraph in 2-54 in its entirety. Replace with the following:

Type 1, Obstruction: When obstruction by a fielder is committed against a runner on which a play is being made, the umpire shall call “That’s obstruction” while pointing at the obstruction and then signal and call “Time.” The ball is dead immediately. All runners shall be awarded bases they would have reached had there been no obstruction. The obstructed runner shall be awarded at least one base beyond his last legally touched base prior to the obstruction.

Type 2 Obstruction: The second type of obstruction deals with cases when a runner is obstructed while no play is being made on him. This obstruction is to be signaled by the umpire by pointing at the obstruction and calling, “That’s obstruction.” The ball is NOT dead. The umpire shall allow play to continue until all action has ceased and then call “Time” and impose such penalties that will nullify the act of obstruction.

A.R. 1: If the fielder is about to receive a thrown ball and the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the throw, he may be considered “in the act of fielding the ball.”

A.R. 2: When a fielder has made an attempt to field a batted or thrown ball and has missed, he may no longer be considered “in the act” of fielding the ball.

A.R. 3: After a fielder has misplayed a batted ball and the ball is “within a step and a reach” the fielder is still considered “in the act.”

A.R. 4: On a pickoff play at any base, the defensive player must clearly have possession of the ball before blocking the base with any part of the defensive players’ body. The umpire will call “That’s obstruction” and then signal and call “Time.” The ball is dead immediately and the runner being played on is awarded one base beyond the last base he had attained prior to the obstruction.

Rationale: *This makes the NCAA obstruction rule the same as Major League Baseball’s. The committee believes this rule and application achieves the intent of the rule and is second nature to most in baseball.*

Rule 2-74, Tag: *The action of a fielder in touching a base with any part of the body while holding the ball securely and firmly in the hand or glove or touching a runner with the ball or with the glove while holding the ball securely and firmly in that hand or glove. The fielder shall*

maintain or regain control of his body and if he drops the ball due to his lack of body control or control of the ball, it is not a tag. A voluntary release is substantive proof of complete control.

Rationale: Adds language to assist with the understanding of the tag play and what constitutes control of the ball when a fielder is making a tag.

Rule 3-6k: Umpire jurisdiction in regard to personal confrontations and unsportsmanlike conduct directed toward them begins when the umpires enter the game site and ends when the umpires have left the game site.

Rationale: Fully clarifies umpire jurisdiction.

Rule 5-2d: Revise to read: “After a home run . . . home plate has been touched. Team personnel, except for preceding base runners, shall not leave the warning track area in front of the dugout (a recommended minimum area of 15-feet) to congratulate the batter-runner and other base runners.

Rationale: Deleting shall not enter the dirt area at home plate to congratulate the batter-runner, reduces the amount of jockeying between offensive players and a catcher and/or the pitcher. It also reduces the possibilities for tensions to escalate between the competing teams.

Rule 5-4c, Penalty: Eliminate the wording that the appeal is lost. Revise to read: If it is an appeal, all fielders, other than the catcher, must be in fair territory to start an appeal play after “Time” has been called. If a fielder (other than the catcher) is in foul territory, the umpire should not put the ball in play. If the umpire inadvertently does so, there is no penalty (this is not a balk), nor does the defense lose its chance to appeal on the same runner once the ball is properly put back into play. A fielder may go into foul territory to back up an appeal play after the ball has been put into play.

Rationale: This clarifies the process to use during appeal plays.

Rule 7-2c (4): At the time the coach makes the pitching change, he shall indicate to the plate umpire the playing status of the removed pitcher.

PENALTY FOR 7-2C (4): Once the coach has reached the dugout, it is too late for the umpire to accept the coach’s change of moving the pitcher to a defensive position or allowing the pitcher to remain as the DH.

Rationale: To keep the pace of play moving, this change is being made to establish a pitching change decision by the coach and to eliminate unneeded delays.

Rule 8-3e, (1) Against a runner on which a play is being made;

PENALTY—the umpire shall point at and call “That’s obstruction” and call “Time.” The ball is dead immediately. All runners shall be awarded the bases they would have reached had there been no obstruction.

(2) Against a runner on which a play is NOT being made;

PENALTY—the umpire will signal by pointing at the obstruction while calling loudly, “That’s obstruction!” The ball is NOT dead. The umpire shall allow the play to continue until all play has ceased, then call “time” and impose any penalties that will nullify the act of obstruction. Time shall not be called until all action has stopped and no further play is possible.

This second type of obstruction deals with the runner who is obstructed while no play is being made on him. Here are examples of this type of obstruction but are not all inclusive:

- a. B/R is obstructed when he is rounding first base while the ball is in the outfield.
- b. B/R is obstructed before reaching first on a ball hit to the outfield.
- c. Runner steals and the catcher’s throw is wild and goes into the outfield and the base runner is obstructed while the ball is loose in the outfield.
- d. Runner is obstructed while rounding third base on a hit to the outfield.
- e. Any other example where no play is being made directly on the runner at the moment he is obstructed.

Rule 8-3e, A.R. 1—On a pickoff play at any base, the defensive player must clearly have possession of the pickoff throw before blocking the base with any part of the defensive players’ body. The umpire will call, “time, that’s obstruction.” The ball is dead immediately and the runner being played on is awarded one base beyond the last base he had attained prior to the obstruction.

NOTE: If a runner is obstructed under this second section of the obstruction rule, play shall continue until its completion, even if it results in a play being made on the previously obstructed runner. If the play results in that runner being tagged out before he reaches the base he would have been awarded, the umpire shall call “Time” at the moment the runner is tagged out. The umpire shall then impose such penalties that would nullify the obstruction.

The crew may confer in order to determine what a reasonable award should be had obstruction no occurred.

Rationale: This makes the NCAA obstruction rule the same as Major League Baseball's. The committee believes this rule and application achieves the intent of the rule and is second nature to most in baseball.

Rule 8-5k Revised to read: The runner, including a runner in contact with a base, is hit while in fair territory by a batted ball before it has touched a fielder or has passed all infielders who have a chance to make a play on the ball, other than the pitcher.

Rationale: This will make this rule consistent with other areas of the rules book.

Rule 8-7, Collision Rule. SECTION 7. The rules committee is concerned about unnecessary and violent collisions with the catcher at home plate, and with infielders at all bases. The intent of this rule is to encourage base runners and defensive players to avoid such collisions whenever possible.

When there is a collision between a runner and a fielder who clearly is in possession of the ball, the umpire shall judge:

- a. If the defensive player blocks the base (plate) or base line with clear possession of the ball, the runner may make contact, slide into or make contact with a fielder as long as the runner is making a legitimate attempt to reach the base (plate). Contact above the waist that was initiated by the base runner shall not be judged as an attempt to reach the base or plate.
 - (1) The runner must make an actual attempt to reach the base (plate).
 - (2) The runner may not attempt to dislodge the ball from the fielder. Contact above the waist shall be judged by the umpire as an attempt by the runner to dislodge the ball.
 - (3) The runner must attempt to avoid a collision if he can reach the base without colliding.
 - (4) If the runner's path to the base is blocked and (1), (2), and (3) are fulfilled, it is considered unavoidable contact.

PENALTIES:

- (1) The runner must make an actual attempt to reach the base (plate).

If the runner attempted to dislodge the ball or initiated an avoidable collision, the runner shall be declared out, even if the fielder loses possession of the ball. The ball is dead and all other base runners shall return to the last base touched at the time of the interference.

- (2) The runner may not attempt to dislodge the ball from the fielder.

If the contact was flagrant or malicious before the runner's touching the plate, the runner shall be declared out and also ejected from the contest. The ball is immediately dead and all other base runners shall return to the last base touched at the time of the interference.

- (3) The runner must attempt to avoid a collision if he can reach the base without colliding.

If the contact was flagrant or malicious after the runner had touched the base (plate), the runner will be ruled safe and ejected from the contest. The ball is immediately dead and all other base runners shall return to the last base touched at the time of the interference. If this occurs at any base other than home, the offending team may replace the runner.

If the contact was after a preceding runner had touched home plate, the preceding runner will be ruled safe. The ball is immediately dead and all other base runners shall return to the last base touched at the time of the contact.

- (4) If the runner's path to the base is blocked and (1), (2), and (3) are fulfilled, it is considered unavoidable contact.

Rationale: This additional wording assists umpires and teams to better understand the responsibilities of the runner and fielder in situations when a collision occurs.

Rule 9-1a, A.R. 1—When a pitcher is on the rubber with his hands together, prior to any natural movement that commits the pitcher to pitch, he may move his hand within his glove to adjust the ball. Should the pitcher separate his hands while in contact with the rubber, a balk shall be called.

Rule 9-1a, A.R. 2—A pitcher may pause during his delivery from the windup position without penalty.

Rationale (previous two rules): This change is being made to address some areas of the country where a balk has been called when a pitcher was not making a motion to start the windup or natural delivery. These approved rulings clear up any confusion.

Rule 9-2c: Pace of Play. With the bases unoccupied, the pitcher shall deliver the ball within 20 seconds after receiving the ball. Add penalty to 9-2c: **PENALTY: After a team warning, a ball will be called each time the rule is violated. A.R.—Coaches are prohibited from arguing a 20-second rule violation. A warning is given and an ejection of the head coach on subsequent violations.**

Rationale: To address pace of play concerns.

Rule 9-2i: Procedure between innings. For non-televised games, teams will be allowed a maximum of 90 seconds between half-innings. For televised games, it is recommended that the time between each half-inning will be 108-seconds between each half inning. For games being played under a television agreement, the time between innings may be extended by contract. The clock starts with the last out of an inning and stops when the pitcher engages the rubber. In the case of an injury or an ejection of the pitcher, the umpire-in-chief shall allow the relief pitcher an adequate time to warm-up.

PENALTY for i: A ball will be called when the defense violates and a strike will be called when the offense violates.

***Rationale:** The time between innings, in some cases, is a cause of longer game times. Timing and making this sequence consistent will assist in the overall administration of the game.*

2. EDITORIAL CHANGES.

Rule 1-2b: Revise, recommending the color of foul poles as **fluorescent yellow for new construction or for the repainting of existing foul poles.**

Rule 2-26: Add—Post-Participation to the title to read: **2-26: Ejection and Post Participation Ejection.**

Add at the beginning of the definition: **The immediate removal (or disqualification) of a player or coach from any further participation from the on-going or current game. [Add to Appendix D]**

A Post Participation Ejection is applicable to the next scheduled contest(s).

***Rationale:** This clarifies that the ejection rule is only applicable to the current game and not any future contest and a Post Participation ejection is for the next scheduled game. This clarification also makes a definite distinction between an ejection and a suspension.*

Rule 2-39: Delete the word **called** so that it reads: **Halted Game; Section 39.** A game that is stopped at any time after its start and is to be completed at a later date.

Add: A.R.—as it applies to a halted game, the game starts when the UIC calls “play” [Rule 5-1]; Call or indicates “Play” to start the game. [Rule 3-7a]

***Rationale:** To clarify when a game starts as it applies to the “Halted Game” rule [5-9a].*

Rule 2-73, Suspension: Add definition: **The prohibition of a player or coach from participating in a future contest(s). If the penalty is not satisfied during the current season, it shall be assessed at the beginning of the next official NCAA spring season.**

Rule 3-8d: Revise to read: (Delete the word **Base**)—Umpires shall require **coaches and all personnel** to remain in the dugout or dead-ball territory while the ball is in play. **No coach or team personnel shall leave the dugout until the ball is dead.**

Rule 5-2f: Nonuniformed team personnel may sit in the stands for the purpose of charting pitches, **using radar guns**, or videotaping a contest.

A.R. 2—in-stadium pitch-speed monitors may be used in all games.

***Rationale:** Adding the A.R. 's clarifies when and by whom that radar guns and/or pitch speed monitors may be used.*

Rule 5-5c: Delete the last two sentences to make this rule consistent with 7-2c. [**Delete:** However, offensive changes can be made only when a team is on offense and can take place only during that half inning. Likewise, defensive changes can be made only when the team is in the field.]

Rule 5-16, 2nd paragraph—When applying this rule, penalties shall carry over from fall to spring, from the regular season to the post season, **and from past season to the upcoming season.**

Rule 5-16, 3rd Paragraph, Discussion: Further, suspended player(s) shall be **(delete—restricted to the designated spectator areas and)** prohibited from any communication with the team...

Rule 5-16d (1): Add: **A.R., A game must be played to its completion before it counts toward a suspension. A game that is scheduled, but not played due to weather, power failure, etc. shall not be used to satisfy a suspension(s).**

"Any orchestrated activities that dugout personnel may do during a game that are designed to distract, intimidate, or disconcert the opposing team or reflect upon poor sportsmanship or is abusive shall not be allowed."

Rule 6-1 (1): Revise "live ball" to **live-ball.**

Rule 6-3b Penalties: Add after: **See 7-11f, [with exceptions, (1) – (4)]**

Rule 6-4d: **(delete so as to delay play.)** Any ball that sticks in a fence or padding is immediately dead.

Rule 7-1b: [Add] A.R. 2, coaches shall not be allowed to argue when an umpire refuses to grant time to a batter per Rule 7-1b.

Penalty: Warning, to be followed by an ejection.

Rule 7-4e: Revise to read: "A legal pitch **that is in the strike zone** and that touches the batter, **regardless of whether he swings or not,** the ball is immediately dead, **the pitch is a strike,** no runners may advance, **and the batter is not awarded first base."**

Rule 7-11j: *An infield fly is **declared (delete—or undeclared.) (See Rule 2—Infield Fly, DELETE "undeclared")**;*

Rule 7-11s: [Revise to read, 2nd paragraph] *with fewer than two outs, the umpire shall call "strike three," the ball is dead and the run counts; all other runners **return to the base occupied at the time of the pitch.***

Rule 8-2d: Revise to read: *d. When hit by a pitched ball at which the individual is not attempting to strike, **the ball is immediately dead.***

- (1) *If the batter is hit by a pitch in the strike zone, **regardless of whether he swings at it or not, the ball is immediately dead,** the pitch is a strike, no runners may advance and the batter is not awarded first base.*
- (2) *If the batter makes no attempt to avoid being touched by the pitch and the pitch is out of the strike zone, the pitch shall be called a ball, the ball is immediately dead, no runners*

may advance and the batter is not awarded first base. If the batter intentionally gets touched by moving or rolling any part of his body into the pitch and the batter does not swing, the ball is immediately dead; the umpire shall call a strike or ball in accordance with 7-4b and 7-5a.

(3) If the batter makes no attempt to avoid being touched by the pitch and the pitch is out of the strike zone, the pitch shall be called a ball. The ball is immediately dead, the batter is not awarded first base and no runners may advance unless the pitch is ball four.

Rule 8-1a, A.R. Add to this rule: All base runners must touch their advance base.

Rule 9-2c, Insert a new penalty: After a warning a ball will be called each time a pitcher violates this rule. Eliminating “team” from this warning and penalty.

Rule 9-2d, delete: “for c.,” so the penalty is only applicable to letter d.

Rule 9-2e: Rosin Bag. Add the following approved rulings:

A.R. 3—the home team shall supply a rosin bag prior to the start of each game.

A.R. 4—a batted or thrown ball is in play after it hits the rosin bag. In the case of wet weather, the umpire may request the pitcher put the rosin bag in his pocket. The pitcher may apply rosin to his bare hand/hands. The ball may not be dusted with rosin from the bag or with the rosin bag. Rosin from the bag may not be applied to the glove or to any part of the pitcher’s uniform.

PENALTY for A.R. 4: Warning on the first offense; ejection from the game on the second offense.

Rule 9-2i: Edit wording for Pitch Clock: At the beginning of an inning, throw more than five pitches to the catcher. A relief pitcher is allowed eight pitches, but these pitches shall not consume more than 90 (non-televised) or 108-seconds (televised game). Should the clock expire, the relief pitcher will be allowed to complete their eight warm-up pitches. In case of an injury or an ejection of the pitcher, the umpire-in-chief shall allow the relief pitcher an adequate time to warm-up.

9-2i: Procedure between innings: Fourth line: The clock starts with the last out of the inning and stops when the pitcher begins his pitching motion.

PENALTY for i.--After a warning, a ball shall be called for each violation of this rule.

Rule 9-3m (1): New A.R.—After a balk that is followed by a base hit, a runner who misses the first base to which the runner is advancing and who, prior to the next pitch, is called out on appeal, shall be considered as having advanced one base for the purpose of this rule.

2011 Points of Emphasis

Generally, the committee believes the rules as written are sound and directs coaches and umpires to adhere to these rules without exception. The entire baseball community (student-athletes, coaches, administrators, game managers) has a responsibility to participate in the game in a respectful manner. The following two points are items the committee believes require additional attention and consideration:

Coach/Umpire Philosophy.

The committee reviewed several proposals that dealt with communication between coaches and umpires. While this relationship has generally improved in recent seasons, the committee continues to be concerned with some negative incidents that could hurt the image of the game. The committee believes responsibility for improving this relationship lies with coaches, umpires and administrators equally.

For the sport to continue to thrive as it has, coaches and umpires need to continue to engage in healthy discussion and explanation of the rules without creating unneeded delays in the game and unsporting conduct. Extended arguments, vulgar language and disrespectful conduct by coaches or umpires must not be tolerated. Coaches are particularly reminded that the Code of Ethics includes a statement that forbids arguing judgment calls by the umpire.

The committee will continue to monitor these situations closely and will consider rules changes in the future if warranted.

Managing At-Bats

The committee believes improvement is needed with the pace of the game, particularly the batter stepping out of the box in conflict with current rules. Umpires in some cases are diligent in adhering to these rules, which are intended to maintain a consistent pace of play and eliminate unneeded delays. Consistency in this area is needed, however, and the committee instructs umpires to strictly enforce these rules and asks coaches and student-athletes to adhere without exception.



APPENDIX E

PITCH/BETWEEN INNINGS CLOCK PROTOCOL

TIMING DEVICES

To be in compliance with this rule and to implement this protocol, conferences may choose to instruct on-field umpires to use a timing device (e.g., stopwatch). To be clear, the intent of the rules committee is not to mandate a visible clock.

20-SECOND PITCH CLOCK LIMIT

1. The 20-second time limit (or clock) starts when the pitcher receives the ball on the mound and stops when the pitcher begins his pitching motion. The time limit (or clock) is used only when the bases are unoccupied. If a pitcher violates the 20-second rule he shall be warned by the umpire. After a pitcher is warned, if he continues to violate the rule a ball will be awarded for each violation. There is one warning per pitcher.
2. A pitcher stepping off the rubber does not stop the time limit (or clock) unless the umpire grants the pitcher time.
3. The time (or clock) is paused for the pitcher to reach the mound area if the pitcher is out of the 18-foot circle for the purpose of making or backing up a play. The time (or clock) is paused if a player is returning to his position (a batter- runner returning to the plate after a foul ball or a fielder returning after attempting to field a foul ball). If the catcher holds the ball and does not throw it back IMMEDIATELY to the pitcher, the time (or clock) will start. If a batter runs on a foul ball, the time (or clock) will not start until he returns to the dirt area of the plate, unless he delays his return. Common sense delays, such as but not limited to, when a player asks for time to tie his shoes, clean his glasses, etc., the time (or clock) is paused but clock should resume when the umpire signals "play." The player in question does not get a reset of the full 20-seconds.
4. A strike results if the batter is not in the box ready to take the pitch with five seconds or less showing on the clock and time expires. When there is a timing or clock violation, no pitch will result and either a ball or strike is called depending on the violation and any ensuing play is nullified. Following a team warning, if a

coach, student-athlete, manager or any other non playing personnel argues any penalty or timing procedure they are subject to immediate ejection. The head coach is allowed to bring a clock malfunction or misapplication of protocol to the umpire's attention.

Coaches, student-athletes and umpires are to adhere to Rule 7-1c as written related to the Batter's Box Rule.

- A.R.—Umpires are to enforce this rule as written. If the line(s) of the batter's box have been erased, the umpire shall require that upon the batter's initial stance, both feet are to be no closer than six (6) inches from the inside edge of home plate.

A penalty is not automatic when the batter is not in the batter's box with five seconds or less showing, as long as play continues without a visible signal or there is no violation.

5. The time (or clock) is paused if the batter is granted time by the umpire with five or more seconds showing on the clock. The request for time by the batter must be for legitimate reasons and is not to be granted if the request is to delay the game. Unless unusual circumstances warrant, time will not be granted to the batter with less than five seconds remaining.

If the pitcher and batter are in position when the time (or clock) reaches zero, the umpire will call "TIME" before awarding the ball or strike.

In judging guilt, if neither the pitcher nor batter is ready, the pitcher is responsible. A batter does not have to be ready to hit when the pitcher is off the rubber. A batter must not be allowed to get ready to hit just before the five-second limit, and then request time. He may be granted time if the pitcher holds him too long in his batting position.

6. If the time limit expires at the same time the pitcher begins his windup, there is no penalty and any signal is ignored
7. The 20-second time limit is in effect for the entire game (extra innings included).

It is the plate umpires' job to administer the clock and any penalties when there is a visible clock in the outfield. If there is no visible clock in the outfield the clock is kept by the base umpire.

8. When resuming the time clock, the umpire will point the ball back in play. When resetting the time or clock is necessary, the plate umpire will signal with a hand held high above the head and rotated in a horizontal arc.

BETWEEN INNINGS FOR THE 90-108-SECOND TIME LIMIT (OR CLOCK)

1. If there are unusual circumstances that prevent either team from getting on or off the field, other common sense delays such as ceremonies or field maintenance not the fault of the teams, or an injury the time clock is delayed until players have had an opportunity to begin to move to their positions. Otherwise, the time (clock) starts with the last out of the inning and stops when the pitcher begins his windup for the first pitch to the first batter of the inning. If the offensive team is not ready within the 90-second or 108-second time limit, the umpire shall call a strike. If the defense is not ready, a ball shall be awarded to the batter.
2. For non-televised games (Internet streaming does not qualify), teams have 90-seconds to be ready to pitch and to have a batter ready to step into the batter's box after the end of each half-inning. At the beginning of a game for a starting pitcher or for any subsequent relief pitcher, the clock should start when they begin their first warm up pitch; however, by rule they are entitled to eight pitches without penalty. Should the clock expire, they will be allowed to complete their eight warm up pitches.
3. For televised games the time shall be 108 seconds between each half-inning unless specified by NCAA or Conference contract provisions. The home institution will notify the visiting team and umpires if there will be an extension of the 108-second provision.
4. With 30-seconds left, the base umpire will visually cue the plate umpire who will then signal to the pitcher and catcher, "30 seconds left" (usually enough time for two warm up pitches) and summon the lead-off batter to the plate.
5. Continuing pitchers shall have the 90- to 108-second time limit to complete their five warm-up pitches.
6. If the catcher is the 3rd out or on base when the 3rd out is made, the offensive team should have someone ready to warm-up the pitcher. Umpires will not grant additional warm-ups if the 90- or 108-second time limit expires. In the event that the catcher was on base or the last to bat: if the catcher is not out at the "30 seconds left" reminder, (another player is warming up the catcher) then you are to hold the pitcher up with one pitch left and wait on the game catcher to arrive. This will allow the game catcher to throw the ball down.

7. Following a team warning, if a coach, student-athlete, manager or any non-playing personnel argues any penalty or timing procedure, they are subject to immediate ejection. The head coach is allowed to bring a clock malfunction or misapplication of the protocol to the umpire's attention.
8. The 90 or 108- second pitch clock rule is enforced even if a coach/player continues to argue an inning ending play and the clock expires.

LOCATION OF THE CLOCK

Each Conference will determine if a visible clock will be used for all games or conference games only and if the time clock will be kept by the umpire crew on the field. If a conference determines to use a visible clock, the clock shall be positioned on the outfield scoreboard or atop the outfield fence either in left or right centerfield. The clock should be readily visible to the batter, catcher and home plate umpire. Individual schools within a conference are not to determine if they will install a visible clock. If a conference does not approve that a visible clock will be used for all games or conference games only, the time limits are to be kept by the umpires on the field.

PERSONNEL TO OPERATE THE CLOCK

Each Conference is responsible for developing guidelines for training qualified individuals to operate the clock during games.

NO VISIBLE CLOCK AVAILABLE OR MALFUNCTION OF THE CLOCK

If the time clock malfunctions, time will be kept on the field by the 2nd base umpire in a four-man or six-man crew; 3rd base umpire in a three-man crew; and the base umpire in a two-man crew.