



**Welcome to the Softball Canada  
Umpire Certification Clinic**

**as presented by the**

**CMSUA and CSUA**



# Building Orientation



**Welcome to our combined clinic  
between CMSUA and CSUA**

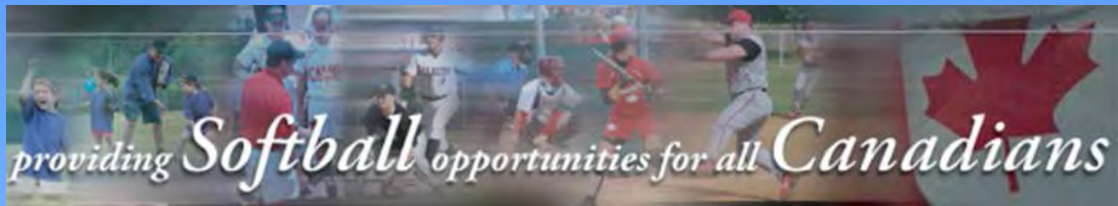
**From**

**Jim Portman**

**Daryl Helmer**



## Attendee Self-Introductions



# Clinic Format



# Saturday Clinic Outline

## Morning

9:00 – 9:45	Group Session (main room)
9:45 – 10:00	Breakout into Minor (CMSUA) and Adult (CSUA)
10:00 – 10:15	Comfort Break
10:15 – 11:45	1 <sup>st</sup> and 2 <sup>nd</sup> Year Umpire Breakout Session
10:15 – 11:45	3 <sup>rd</sup> Year + Breakout Session – FP
10:15 – 11:45	3 <sup>rd</sup> Year + Breakout Session – SP
11:45 – 12:00	Group Session – Q&Q
12:00 – 12:45	Lunch & Guest Speaker



# Saturday Clinic Outline

## Afternoon

12:50 – 2:00	Group Session FP
12:50 – 2:00	Group Session SP
2:00 – 2:15	Comfort Break
2:15 – 4:00	1 <sup>st</sup> and 2 <sup>nd</sup> Year Umpire Breakout Session
2:15 – 4:00	3 <sup>rd</sup> Year + Breakout Session – FP
2:15 – 4:00	3 <sup>rd</sup> Year + Breakout Session - SP



# Sunday Clinic Outline

## Morning and Afternoon

9:00 – 10:00

Group Session Exam review

10:30 – 12:00

West Hillhurst Community - outside  
Drills with live pitching





# Exam Format

<http://hosted.onlinetesting.net/SoftballCanada/login>

## Exam Login/Examen Connexion

1. You are required to answer all questions. 2 For all questions that are True or False, the entire question must be correct in order for you to answer "True". Should any portion of the question be incorrect, then the response made is "False". 3. Mark the most correct response (there is only one) on your answer sheet. 4. Please read each question carefully and double-check your answer sheet before submitting. Fill in the following information and press the button below to start the test./1. Vous devez répondre à toutes les questions. 2 Pour toutes les questions nécessitant une réponse vraie ou fausse, la question au complet doit être correcte pour que vous répondiez 'vrai'. Si une portion de la question est incorrecte, la réponse sera 'faux'. 3. Marquez la réponse la plus correcte (il y en a seulement une) sur votre fiche de réponses. 4. Veuillez lire chaque question soigneusement et faites une vérification double de votre fiche de réponses avant de soumettre. Remplissez l'information suivante et appuyez sur le bouton plus bas pour commencer le test.

Test to take:

FULL Name/Nom AU COMPLET:

Group/Groupe:

City/Town/Ville:

Province (2 letter postal abbreviation):

Softball Canada Umpire Registration Number/Numéro d'inscription d'arbitre de Softball Canada:

Email/Courriel:

Phone/Téléphone:

Gender/Sexe:

Softball Canada Level/Niveau:

If you are resuming a test you've already begun, enter your access code./Si vous reprenez un test que vous avez déjà commencé, entrez votre code d'accès



# Clinic Buddy System



# Assigning with Arbiter

<https://www1.arbitersports.com/Shared/SignIn/Signin.aspx>

The screenshot shows the ArbiterSports website homepage. At the top, there is a navigation bar with the company name 'ArbiterSports' in red and black. To the right of the name is a sign-in form with fields for 'Email' and 'Password', and a 'GO' button. Below the sign-in form are links for 'Remember Me' and 'Forgot Password?'. The main navigation menu includes 'HOME', 'COMPANY', 'PRODUCTS', 'SOLUTIONS', 'CUSTOMERS', 'CONTACT US', 'PLAYERS', and 'NCAA'. The central banner features a photograph of a referee in a black and white striped shirt looking up, with two players in yellow and green jerseys in the background. The text 'HOW THE GAME IS PLAYED' is overlaid on the image, with a sub-headline: 'Serving sports leagues since 1984, ArbiterSports is the final call on athletic management solutions'. Below the banner are four columns of service offerings: 'Assigners' (Stay at the top of your game with our complete assigning solution), 'Athletic Directors' (Get your game on with an athletic department solutions starting with new ArbiterGame), 'State Offices' (Handle your job with ease with our complete conference solution), and 'Officials' (Keep up with your assignments anytime, anywhere with the most popular solution for officials).



# Website

## Contact information and Blocks

ArbiterOne

HOME COMPANY CONTACT TESTIMONIALS DEMO PLAYERS NEWS

Account Related

Edit Profile Add My Picture

### Update My Information (Daryl Helmer)

Edit your information and click 'Save' when you are finished.

**User Identification**

First Name: Daryl  
Middle Name:  
Last Name: Helmer  
Suffix:  
Email: daryl.helmer@shaw.ca

**Address**  (Pick up other blocks and content)

Address 1: 147 Coopers Hill S.W.  
Address 2:  
City: Ardara  
State: AB  
Postal Code: T4B 0B9  
Country: Canada

**Other Information**

[About](#) | [Contact](#) | [Privacy](#) | [Terms](#)  
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# Insurance

Sports-Can  
INSURANCE CONSULTANTS LTD.

**SOFTBALL**

**ALBERTA**

Insurance Plan



# Hierarchy of Softball Governing Bodies





# Umpire Levels and Qualification Criteria

## Level I

- No prerequisite experience
- Attend a Level I clinic and obtain 60% on the exam
- Officiate local minor and/or adult softball
- Attend a local or association clinic once every two years
- Write National exam and obtain 60% or more (Non-certification year only)





# Umpire Levels and Qualification Criteria

## Level II

- Certified Level I umpire for a minimum 1 year and be 16 years old
- Attend a Provincial Level II Clinic and obtain 70% or more on the Level II Certification exam
- Receive one successful local, regional or Provincial Level II evaluation
- Officiate local and Provincial minor level and/or local adult softball
- Attend Provincial clinic once every two years
- Write National exam and obtain 70% or more (Non-certification year only)



# Umpire Levels and Qualification Criteria

## Level III

- Certified Level II umpire for a minimum of 2 years
- Attend a Provincial Level III Clinic and obtain 80% or more on the Level III Certification exam
- Receive one successful local, Regional or Provincial Level III evaluation
- Officiate local and Provincial minor level and adult softball
- Qualified to officiate U19 FP, U23 Women FP, Masters 40+ SP, Senior Women SP & Co-Ed SP Canadian Championships.
- Attend Provincial clinic annually
- Write National exam and obtain 80% or more
- Active in local and regional officiating program.



# Umpire Levels and Qualification Criteria

## Level IV

- Certified Level III umpire for a minimum of 2 years
- Attend at least one Provincial Championship, and have received a successful evaluation to progress to Level IV
- Attend a National Level IV Theory Clinic and obtain 85% on the Level IV Certification exam
- Receive two successful evaluations by Provincial representative and recommendations forwarded to ODC
- Receive a successful Level IV evaluation at a (U19 FP/U23 Women FP/Masters FP/Masters 40+SP, Senior Women SP & Co-Ed SP) Canadian Championship after completing Level IV Theory clinic



# Umpire Levels and Qualification Criteria

## Level IV (cont'd)

- Officiate Provincial minor and adult softball
- Officiate a Canadian Championship
- Attend Provincial clinic annually
- Write National exam annually and obtain 85% or more
- Active in Regional and Provincial officiating programs.



# Opportunities



Local Tournaments



Provincials



International



Western Canada Summer Games



Canadians



# Rule Box

<http://www.ruleboxsoftware.com/softballcanada.aspx?lang=ENG>

## IAABO Refresher Test <sup>2012-2013</sup> Online Version - Now available!

Interpreters and secretaries - Sign your board up today! Click "Board Purchases" below.

## IAABO RefSchool<sup>®</sup> <sup>2012-2013 version now available!</sup> saves you time and is easy-to-use

IAABO RefSchool is an online study tool that helps you review the entire rulebook and pass the certification test. It is also perfect for existing referees who want to brush up on the rules and the latest rule changes.

### IAABO RefSchool Includes 2 Types of Testing:

- Practice Exams - Re-create actual test conditions for the certification test.
- Rule Quizzes - Scenario-based questions for reviewing specific rules.
- Keyword Quizzes - Choose from dozens of keywords to study specific topics

### Performance Tracking:

Keep track of all your results from each test and quiz.  
Review your wrong answers, improve on your last score.  
Focus on those rules that keep giving you trouble.

### Options:

Difficulty levels - Choose easy or hard questions, or both  
Instant answer correction  
Keep a running score as you take a test or quiz  
Turn on/off timer

After purchasing a subscription initially, officials have the option to renew each year for just \$6. Each year dozens of new questions are added, including all the rule changes and revisions.

### Versions:

In addition to the existing High School version of IAABO RefSchool, "IAABO RefSchool - International Version" is now available for Canadian referees!

"All of our officials must take a closed book exam every year. Last year, we encouraged all our officials to use IAABO RefSchool. After the exam we found that those who used IAABO RefSchool scored an average of 10 points higher on the exam than those who didn't. We were very impressed with this result." - Paul Behr, Board 403 Interpreter

### Subscribe To IAABO RefSchool Now!



The clock is ticking. IAABO only offers the referee certification test once per year, which makes it extremely important you adequately prepare.

Start preparing now to become an IAABO certified referee!

#### Existing members:

Subscription renewal for existing members:

#### New members:

Click below to start using IAABO RefSchool now!

Bulk Board Purchases/Renewals

"Just to let you guys know I took the test yesterday and passed. I have little doubt I would NOT have passed without the refschool site. I would heartily endorse it to anyone who is interested in taking the test, either for the first time or on a "refresher" basis."

- Bob M. in Maine  
Board #20 applicant



# Group Session (main room)



## FAIR PLAY CODE FOR OFFICIALS

- 1** I will make sure that every athlete has a reasonable opportunity to perform to the best of his or her ability, within the limits of the rules.
- 2** I will avoid or put an end to any situation that threatens the safety of the athletes.
- 3** I will maintain a healthy atmosphere and environment for competition.
- 4** I will not permit the intimidation of any athlete either by word or by action. I will not tolerate unacceptable conduct toward myself, other officials, athletes or spectators.
- 5** I will be consistent and objective in calling all infractions, regardless of my personal feelings toward a team or individual athlete.
- 6** I will handle all conflicts firmly but with dignity.
- 7** I accept my role as a teacher and role model for fair play, especially with young participants.
- 8** I will be open to discussion and contact with the athletes before and after the game.
- 9** I will remain open to constructive criticism and show respect and consideration for different points of view.
- 10** I will obtain proper training and continue to upgrade my officiating skills.

**FAIR PLAY - IT'S YOUR CALL!**







## Role of the Umpire





# Role of the Umpire

An umpire:

- is a student of the game.
- arrives promptly and prepared
- respects the role of each participant
- handles confrontations calmly and decisively
- is a role model
- exercises good judgment

# Role of the Umpire

1.



2.



3.



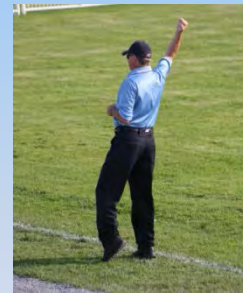
Match these roles to the pictures:

- Decision Maker
- Umpire Impact
- Communicator
- Team Player

4.



5.



6.



7.



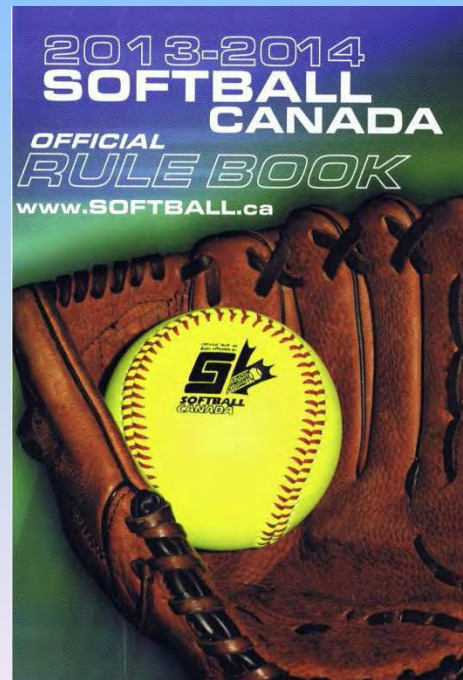
8.





# The Rule Book

A revised edition of the rule book is published every two years.





# Proper Use of the Rule Book

- Index
- Field Dimensions
- Rule 1            Definitions
- Rule 2            The Playing Field
- Rule 3            Equipment
- Rule 4            Coaches, Players and Substitutes
- Rule 5            The Game
- Rule 6            Pitching Regulations



# Proper Use of the Rule Book

- Rule 7                      Batting
- Rule 8                      Batter-Runner and Runner
- Rule 9                      Dead Ball – Ball in Play
- Rule 10                     Umpires
- Rule 11                     Protests
- Rule 12                     Scoring



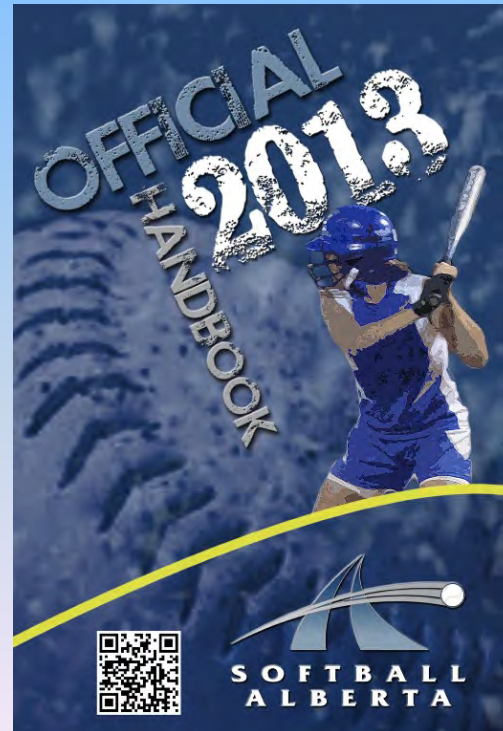
# Softball Canada Casebook

**SOFTBALL CANADA**  
**UMPIRE CASEBOOK**





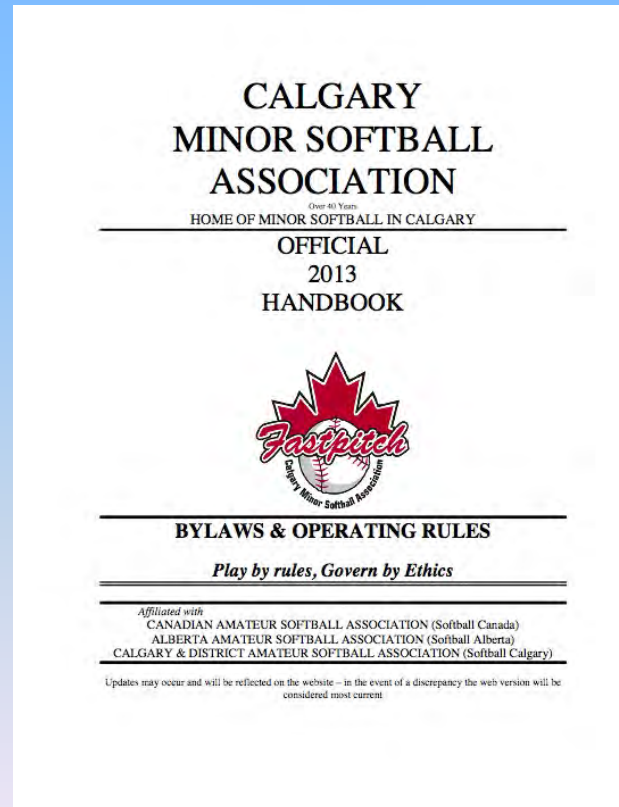
# Softball Alberta Handbook







# CMASA Handbook





## Spirit of the Rules

- Every rule as written has a purpose, mostly to prevent one team gaining an advantage over another (sometimes called cheating)
- Do not nitpick, this only irritates the teams
- Understand the rules, rather than memorize them
- The skill level of the players will generally dictate how far the umpire will stray from strict enforcement of the rules; BUT be consistent!



## Have a question come up during a ball game?

Go home and look up that particular rule. You were probably correct in your call but looking up the rule reinforces your knowledge

If you don't know the answer, what is the process for rule interpretation?

- Local executive
- Alberta executive
- ODC



# Would you bet your life on that call?

You may end up with a time out!





## 15 Minute Comfort Break

**1<sup>st</sup> and 2<sup>nd</sup> Year Umpire Breakout  
Session  
(main room)**

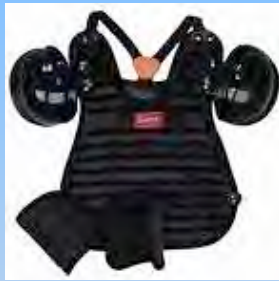
**3<sup>rd</sup> Year + Breakout Session  
(back room)**



# 1<sup>st</sup> and 2<sup>nd</sup> Year Umpire Breakout Session (main room)

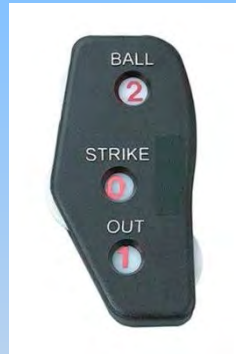


# Equipment





# Equipment







# Uniform





## Loaners and Hand-me-Downs



## Game Preparation

- Keep your Arbiter schedule up to date and check for updates
- Ensure that your equipment is complete, in good order and ready to go
- If you haven't worked a diamond before leave yourself extra time to familiarize yourself with the diamond conditions  
(arrive 45 minutes prior to game time)
- If you have worked the diamond before, check to make sure nothing has changed since you were there last (arrive 30 minutes prior to game time)
- Check the diamond layout and set out your cones for fair/foul calls
- Check the teams' bats, helmets and equipment
- Call the teams to their benches
- Proceed to home plate and call for coaches and captains

## Game Preparation

### Plate Conference:

- Introduce yourself
- Have the coaches introduce themselves
- Confirm who is home - away
- Exchange line-up cards
- Confirm game time limit and game start time
- Go over the ground rules
- Confirm that all players are wearing proper equipment
- Reiterate the jewellery rule
- Receive the game balls
- Instruct the teams to hustle and to have a great game
- Have everyone shake hands and start the game





## Jewellery

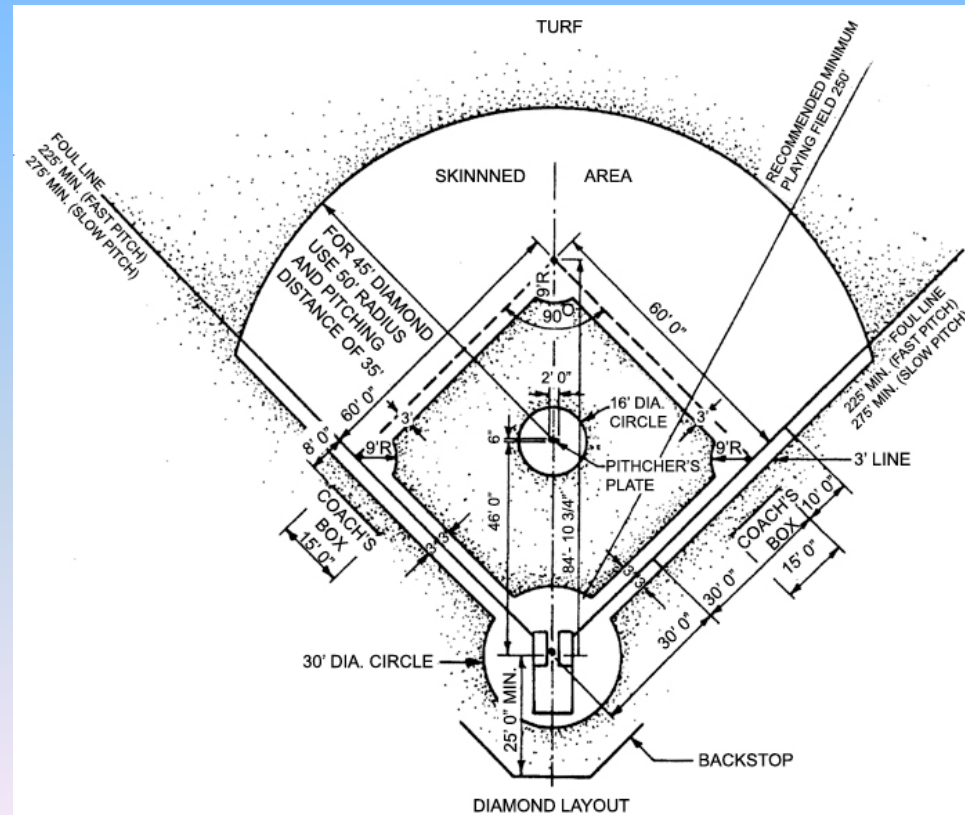
- a) Exposed jewelry such as wristwatches, bracelets and any type of earrings, neck chains or any other item judged dangerous by the umpire, may not be worn during the game.
- b) Medic alert bracelets or necklaces are not considered jewellery.

The umpire will:

- a) Continue to indicate to the teams at the plate conference that all exposed jewellery should be removed;
- b) Instruct that any exposed jewelry discovered at game time, or during the game, **MUST** be removed!



# Playing Field





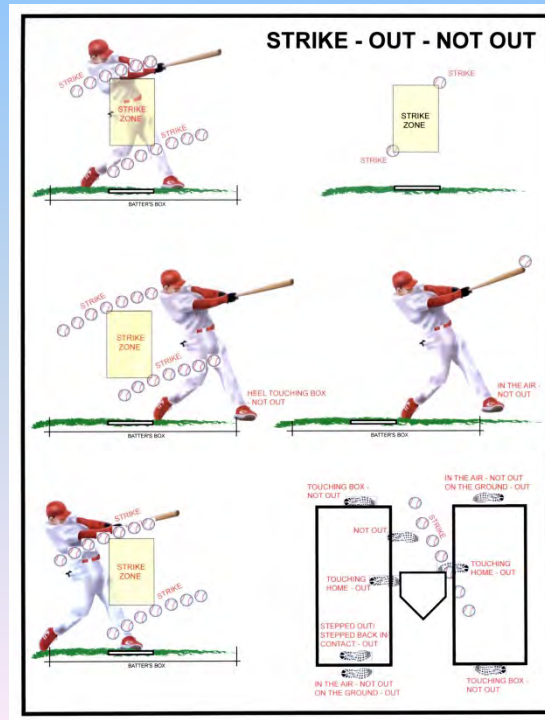
# Strike Zone



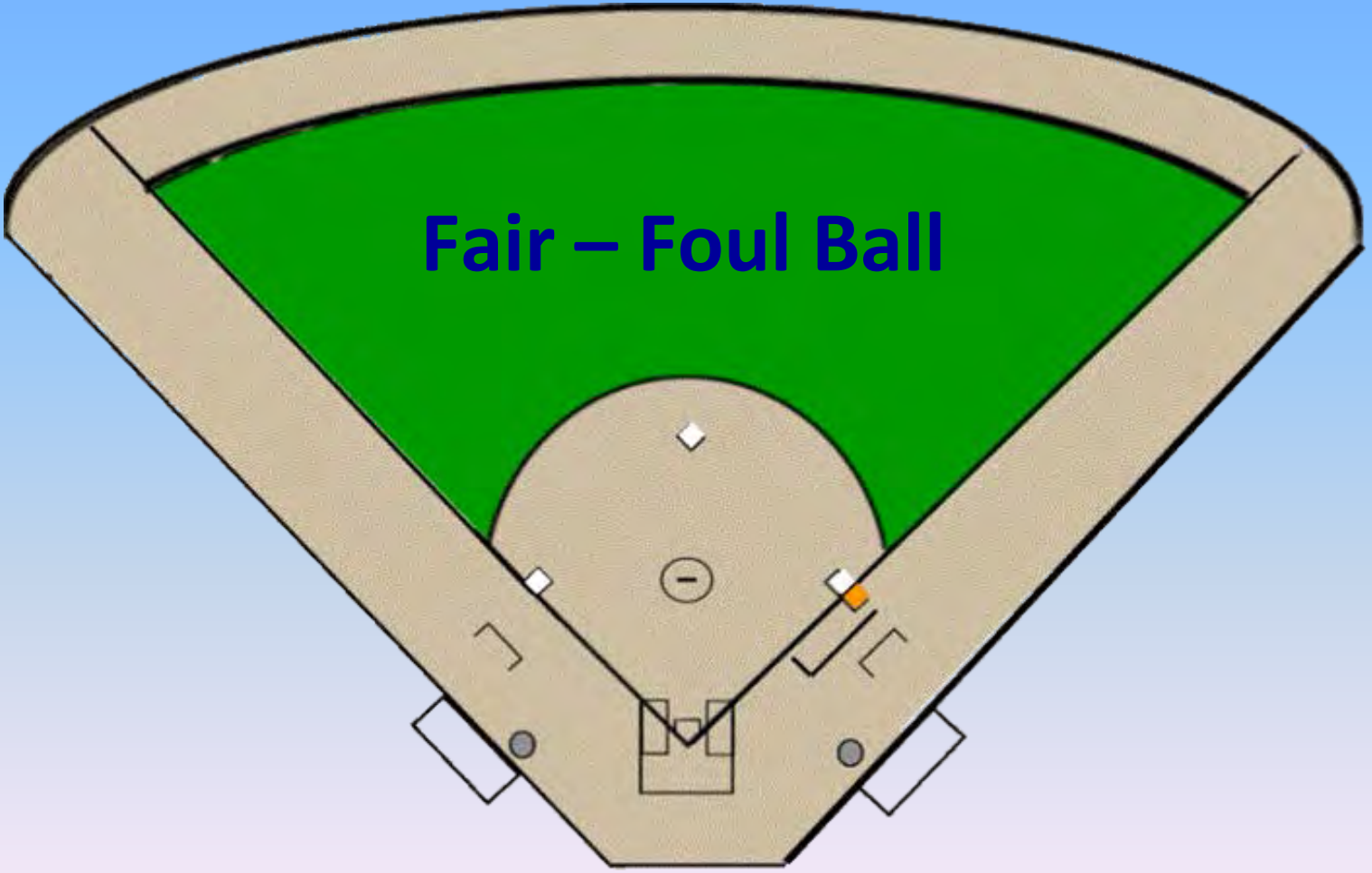


# Strike Zone

Some part of a legally pitched ball must pass through the strike zone to be called a strike







## Foul Tip

Is a batted ball that:

- a strike is called
- batter is out if strike 3
- ball is alive
- runners may advance
- must hit the catcher's glove or hand first
- must be legally caught





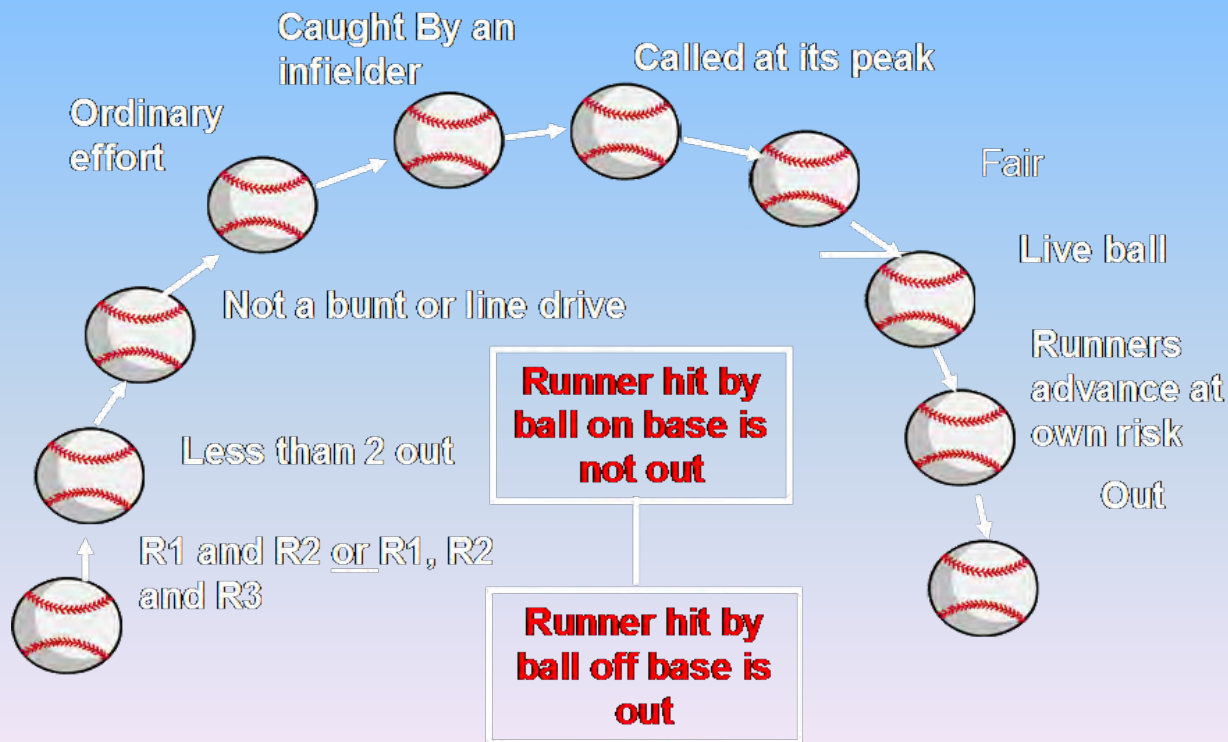
## Catch – No Catch

A legal catch occurs when a fielder catches a batted thrown or pitched ball and is held firmly in either or both hands or glove.

It is not a legal catch if:

- the ball first touches an offensive player, the ground, the fence or an umpire
- the ball is dropped after a collision or a fall
- the ball is trapped against the fielder's body or against the fence

# Infield Fly





## Charged Conferences

- Offensive
- Defensive



# Batting Order and Substitutions

- A, B, C team line up
- Universal team line up
- Adding to the line up
- Batting order
- Substitutions
- Sick or injured players





# One Umpire System

- Always keep the play in front of you and never turn your back to the play
- Make sure you anticipate which base the play will be at before moving
- Know the game situation - how many outs, inning, closeness of the score
- Hustle to the position to make the call
- If you must concentrate on one runner, make it the lead runner



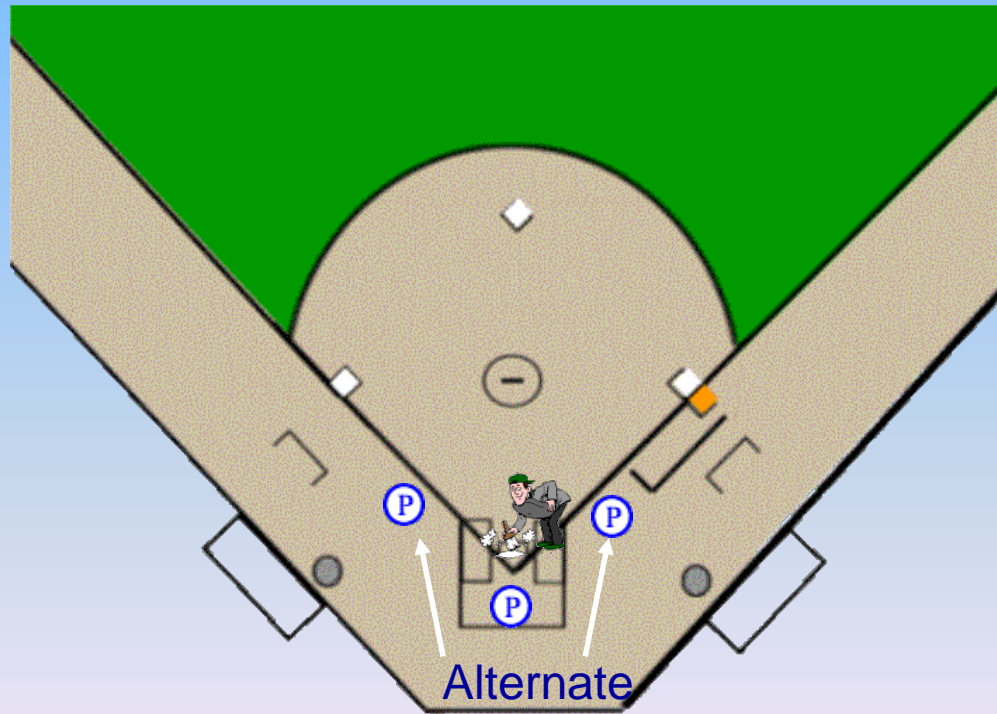
# One Umpire System

- When play is stopped (FP) it is OK to call “TIME” before returning to the plate
- Always keep your eye on the ball
- Avoid being hit with a thrown ball
- Let the ball turn you into the play
- Watch for lead offs
- Watch for runners leaving early on caught fly balls





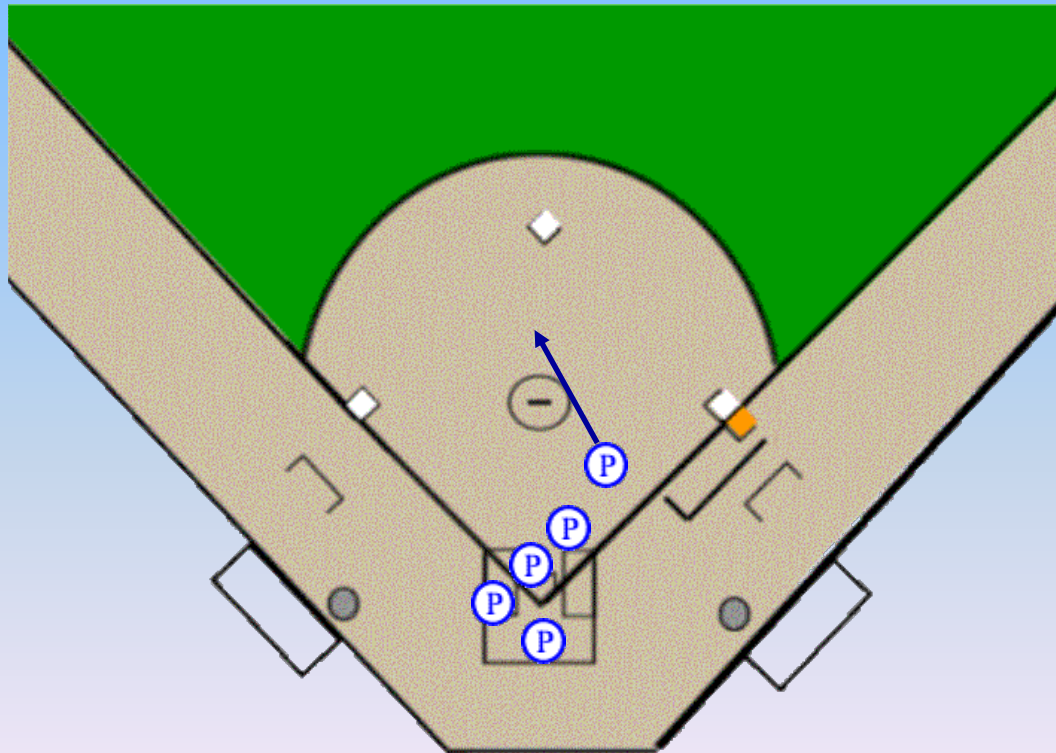
# One Umpire System - Basics



Starting Position



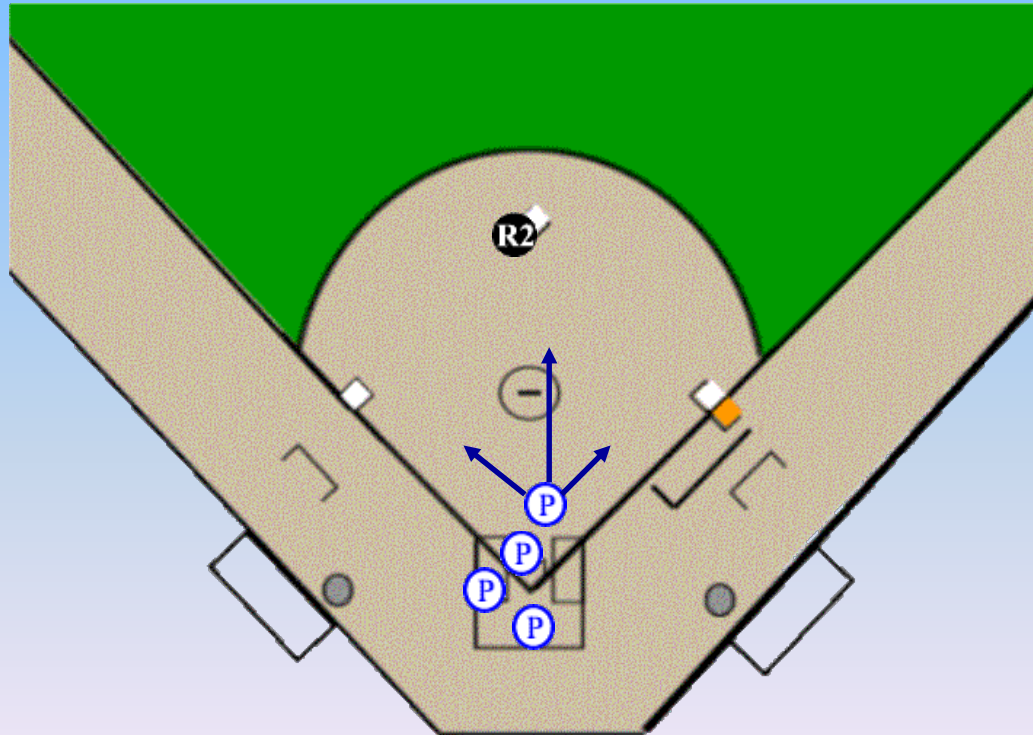
## One Umpire System - Basics



No Runners On Base



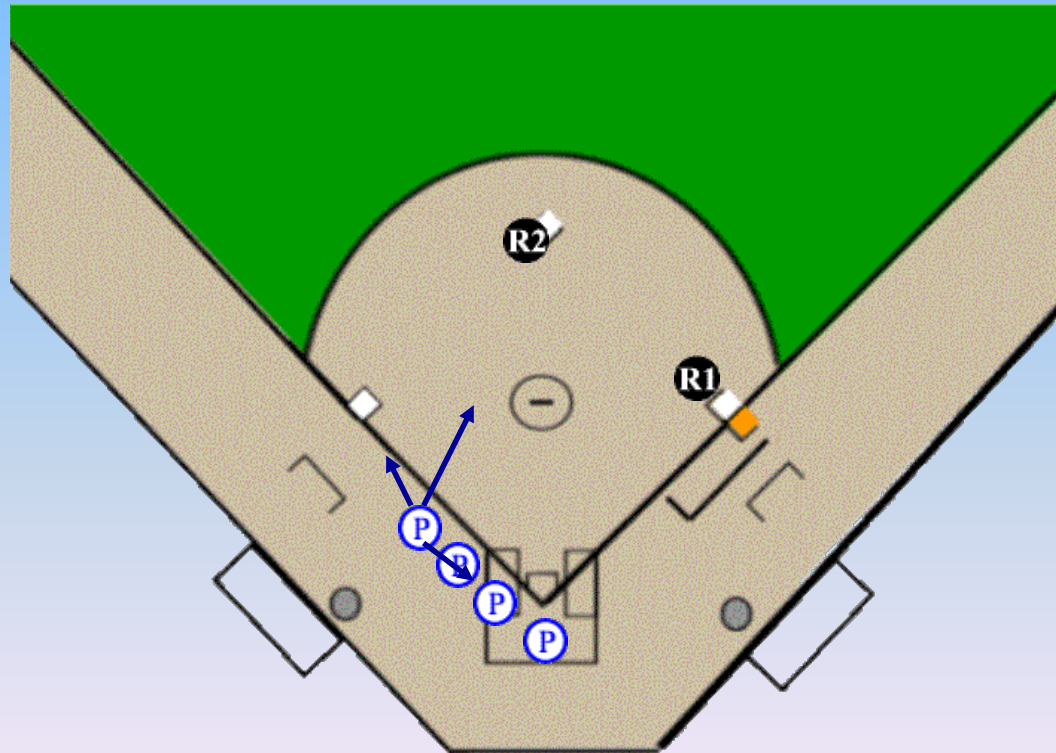
## One Umpire System - Basics



Runners On Base



## One Umpire System - Basics



Runners On Base



Questions



**12:00 – 12:30**

**Lunch**

**12:30 Group Session  
(main room)**



# Interference

Interference is called when an OFFENSIVE player actually interferes with the DEFENSIVE player making a play (contact does not have to occur).

## Types of Interference:

- Runner
- Batter
- On-Deck Batter
- Coach - unintentional - ball remains alive  
- intentional - ball is dead
- Deliberate crash
- Plate Umpire - Delayed Dead Ball, if runner is thrown out then interference is disregarded (interference with catcher's throw)



# Interference

## Batter / Batter Runner:

- Batter interferes with a play at the plate – Batter is out
- BR interferes with an obvious out at the plate – Both the BR and the runner nearest home plate is out

## Runner:

- Who is not yet out and interferes with the play – Runner is out
- Who is not yet out and interferes with a play that is an attempt at an obvious double play – Both the runner and the succeeding runner are out
- Who is already out and interferes with the play – Runner nearest home is out





# Interference





# Interference

## Runner interference:

- Runner collides with fielder
- Runner hit by fair batted ball
- Deflected ball hits runner
- Ball passes infielder, strikes runner
- Fielder boots ball, collides with runner
- Batted ball hits runner on base
- Verbal interference
- Thrown ball



# Interference

Action on all Interference:

Mechanic:

Call and signal "Dead Ball". Point at the batter with right hand and say "BATTER'S INTERFERENCE". Call and signal "OUT".  
Return runner to last base touched prior to the interference

Important Note:

In all cases, the ball is DEAD and all other base runners must return to the last base touched at the time of the interference



# Obstruction

A DEFENSIVE player that impedes the progress of a runner (OFFENSIVE player) or hinders or prevents a batter from striking or hitting a pitched ball.

## Types of Obstruction:

- Play on a runner
- Rundowns
- No play on runner
- Catcher obstruction (option play)
- Fake tag

## Action on Obstruction:

- Delayed dead ball
- Ball is alive
- Runner may advance beyond the protected base at their own risk
- Call time and award bases
- Other runners



# Obstruction



Catcher's Obstruction



# Obstruction



Fake Tag



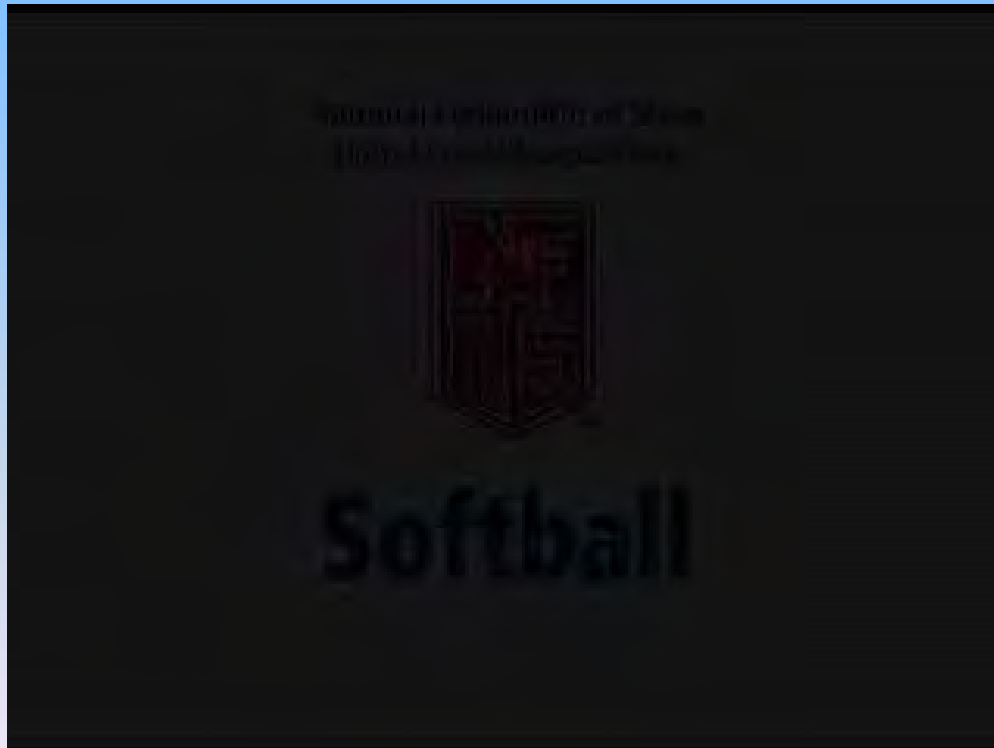
# Obstruction



Blocking the Base



# Obstruction







# Legal – Illegal Pitch

## Stance

- Two feet on pitcher's plate

## Signal

- On rubber
- Ball in hand or glove
- Hands separated

## Pause

- Hands together
- 1 to 10 seconds

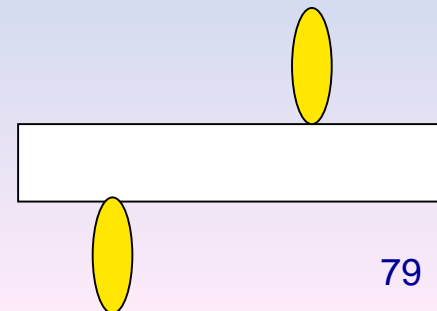
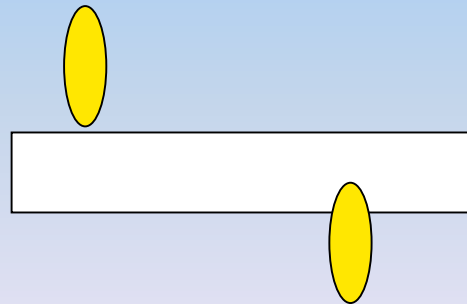
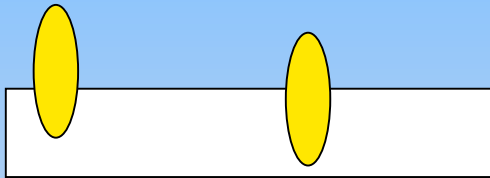
## Pitch

- Windup starts after the pause
- 1 step forward
- Front foot step location (24 inch width)
- Step simultaneous with release of the ball



# Legal – Illegal Pitch

Stance: Both feet must be in contact with the pitching rubber





## Legal – Illegal Pitch

### Wind-up

- Windmill
- Less than two revolutions
- No stop or reversal

### Delivery

- Underhand
- Hand below hip

### Step

- Pivot foot
  - push off and drag
  - level with ground
- Leaping is illegal (exceptions)

### Tape or foreign substances

- No tape or foreign substance
- Exception: powdered resin



## Legal – Illegal Pitch





## Legal – Illegal Pitch

### Ball Slips From Pitcher's Hand

Before the pause:

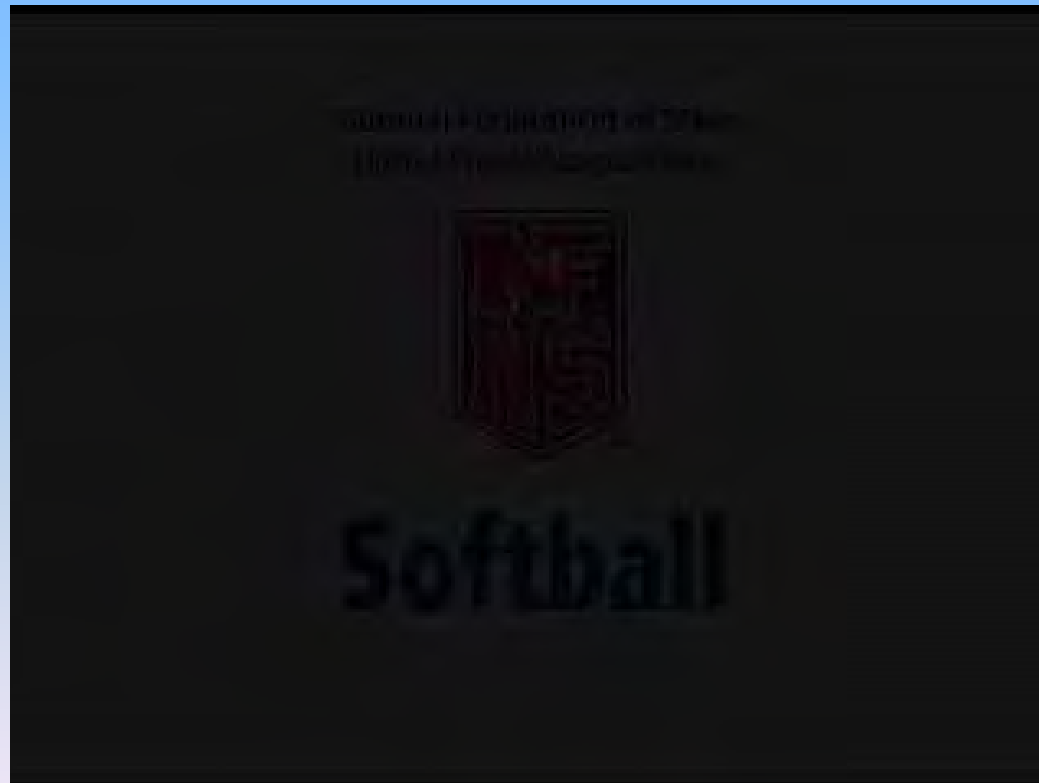
- it is not a pitch
- the ball is in play
- runners may advance at their own risk

During and/or after the pause:

- a ball is called on the batter
- the ball is in play
- runners may advance at their own risk



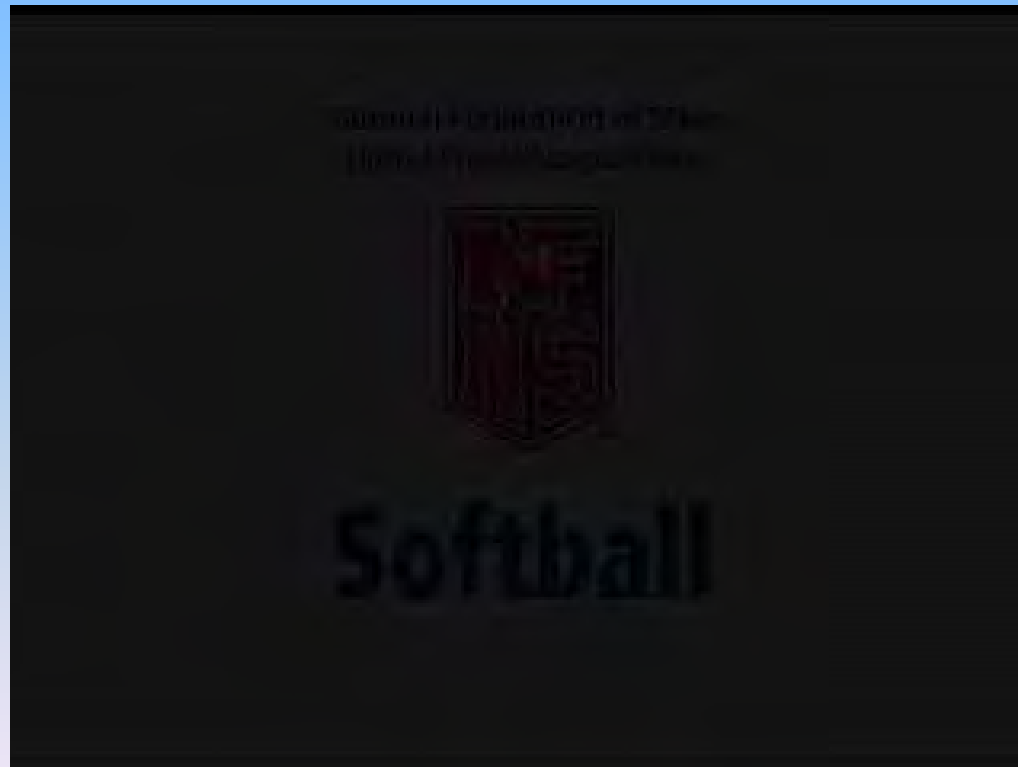
## Legal – Illegal Pitch



The Shoot

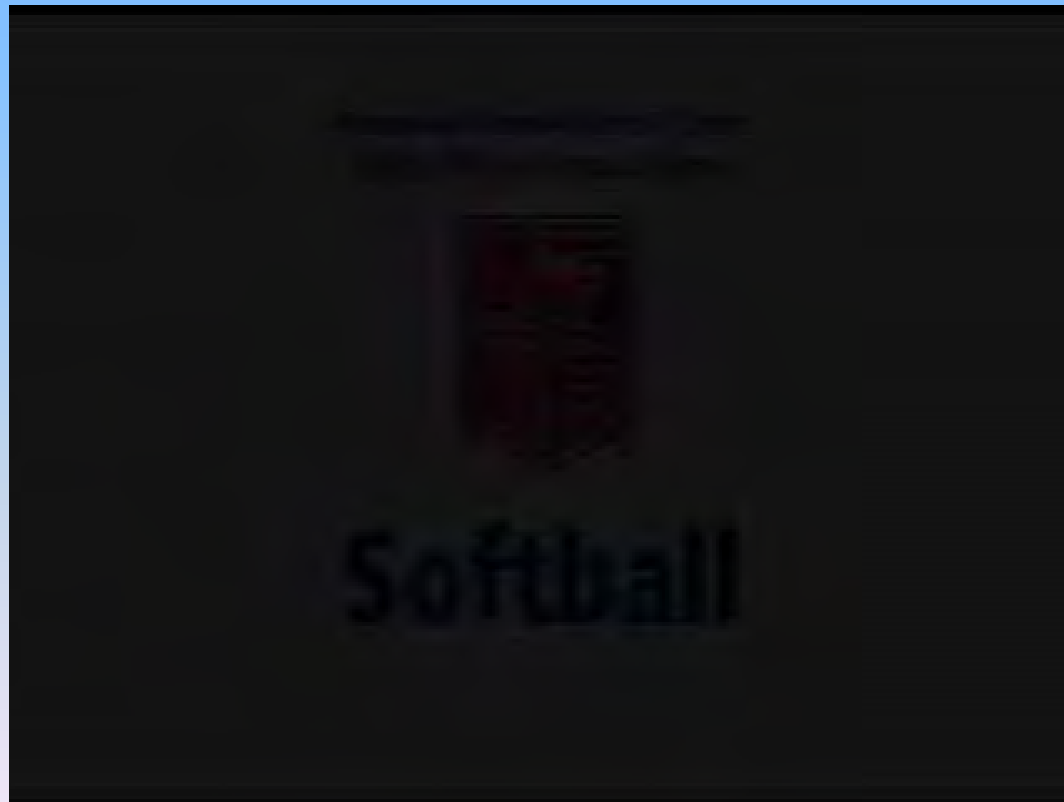


## Legal – Illegal Pitch





## Legal – Illegal Pitch

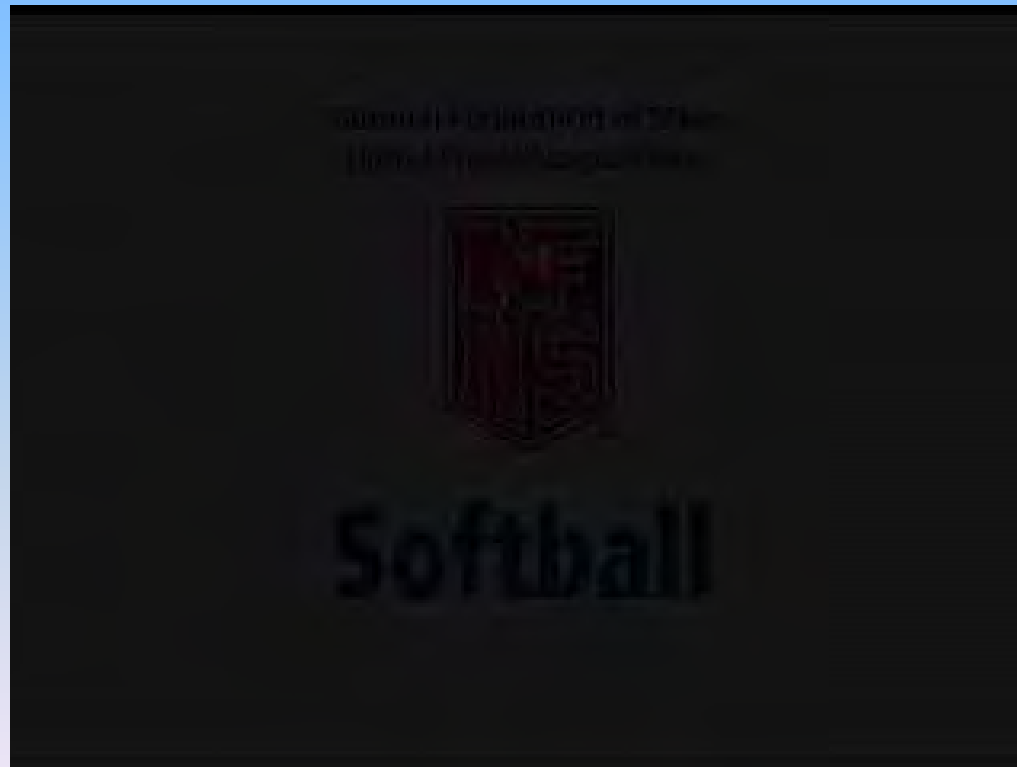


Leap





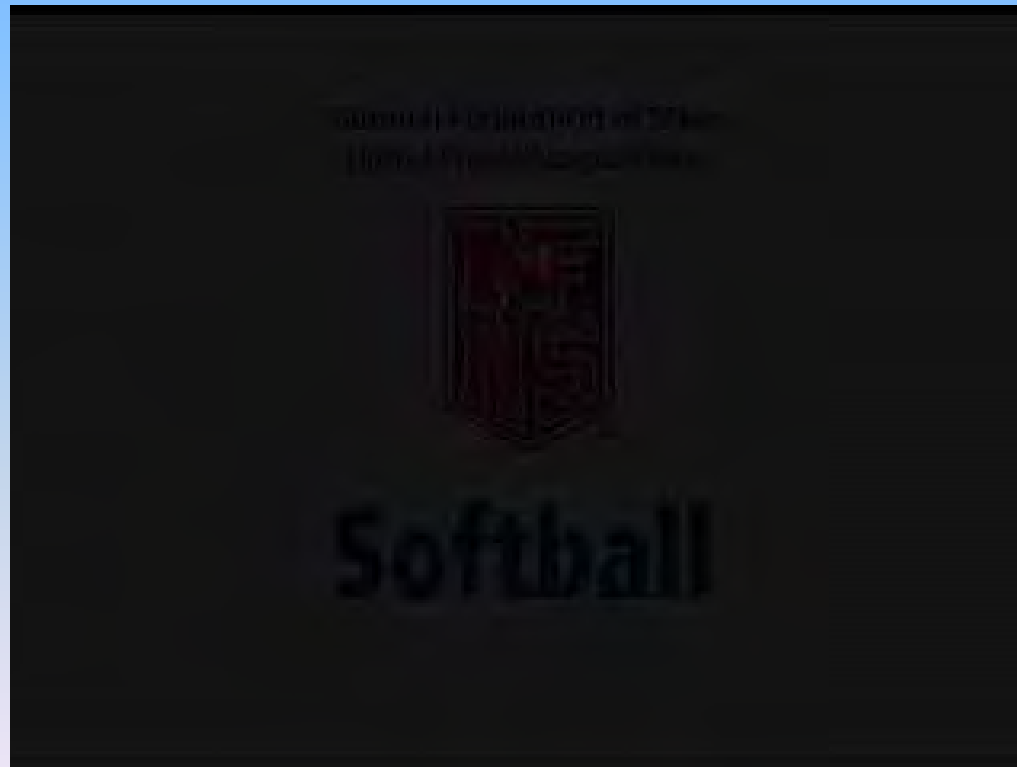
## Legal – Illegal Pitch



Legal Drag



## Legal – Illegal Pitch



Legal Removal – Double Touch



## Hit by a Pitch

- Dead ball
- Effort is made to avoid the pitch - award 1<sup>st</sup> base
- No effort is made to avoid the pitch and the ball is in the strike zone - call a strike; Note – in minor ball the batter rarely intentionally takes a pitched ball
- If the ball hits the batter's hands out of the strike zone – award 1<sup>st</sup> base
- If, in your judgement, the ball hit the bat and the batter's hand(s) simultaneously, the ball is deemed to have hit the hands first – award 1<sup>st</sup> base
- No coach the player does not have the option to continue to bat



# Preventative Umpiring

## Example:

In a case such as a batter being hit by a pitch, preventative umpiring would be to proactively explain to both teams' coaches right away what your call was and why you made the call.

This heads off the situation of either coach coming to you to for an explanation, shows that you have control of the situation, and at the same time gives the batter an opportunity to take 1<sup>st</sup> base and recover from being hit by the ball.



## Live Ball – Dead Ball Appeals

There are eleven appeal situations:

- Missing a base
- Leaving a base early
- Batting out of order
- Attempting 2<sup>nd</sup> base after a turn at 1<sup>st</sup> base
- Illegal pitcher returning to the game as a pitcher
- Illegal substitution
- Illegal re-entry
- Hitting a ball with an illegal or altered bat
- Making a play with an illegal glove
- Replacement player or returning withdrawn player not reporting to the umpire
- Runners switching positions on bases they occupied



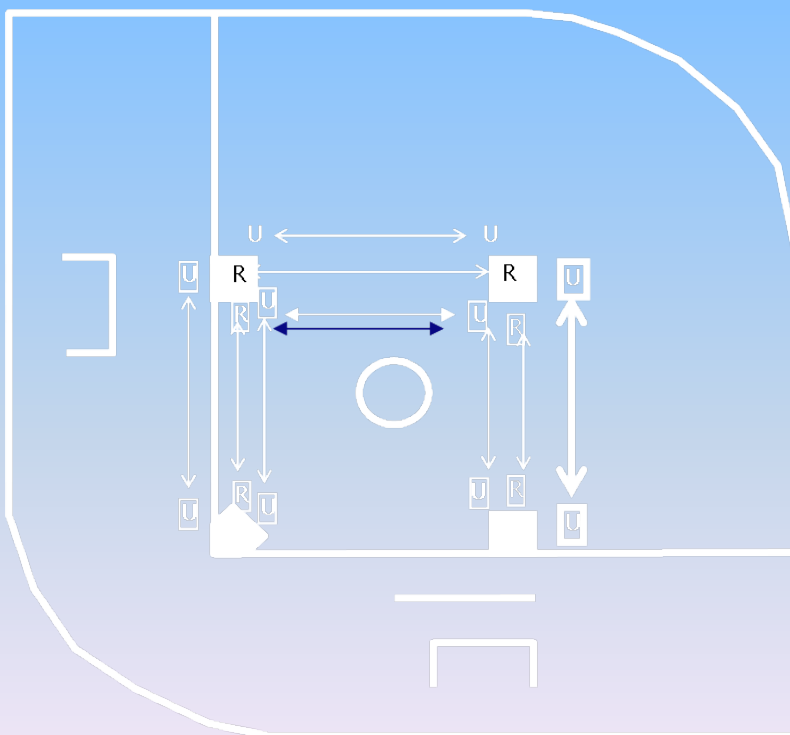
## **15 Minute Comfort Break**

**1<sup>st</sup> and 2<sup>nd</sup> Year Umpire Breakout Session  
(back room)**

**3<sup>rd</sup> Year + Breakout Session  
(main room)**



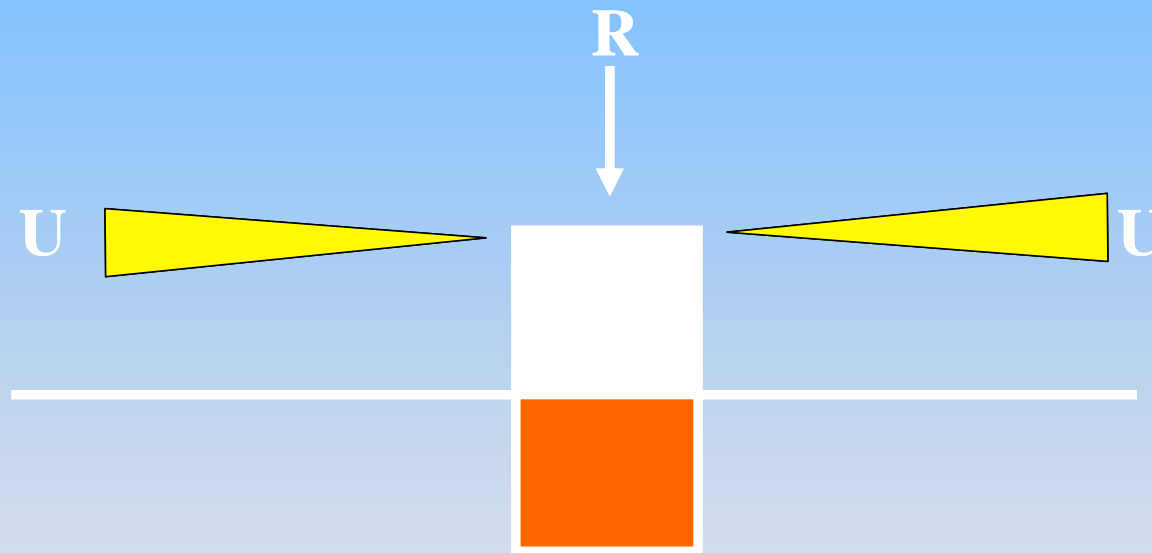
# Getting the Right Angle on the Play



The secret to be at the leading edge is the parallel movement.



## Getting the Right Angle on the Play

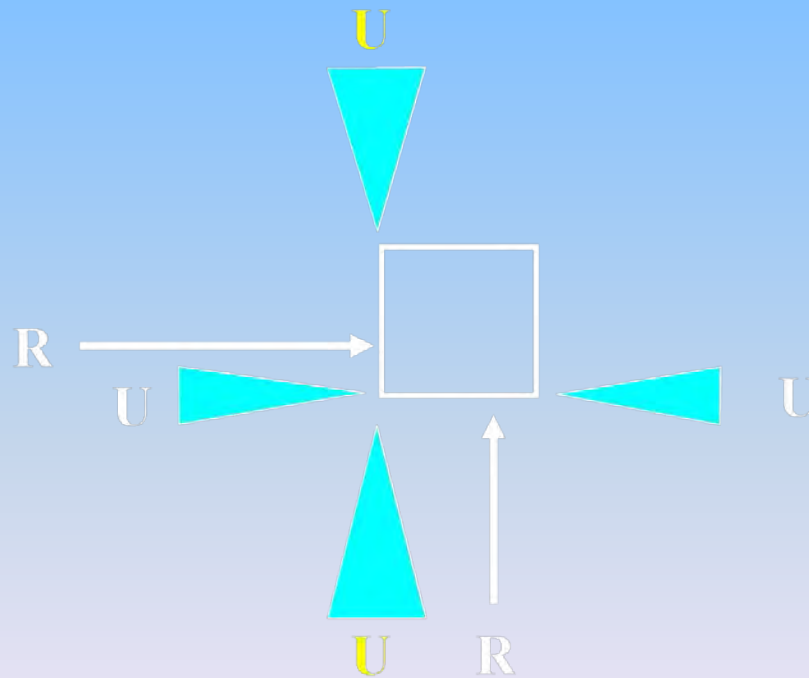


At 1<sup>st</sup> base after BR has rounded bag and is coming back





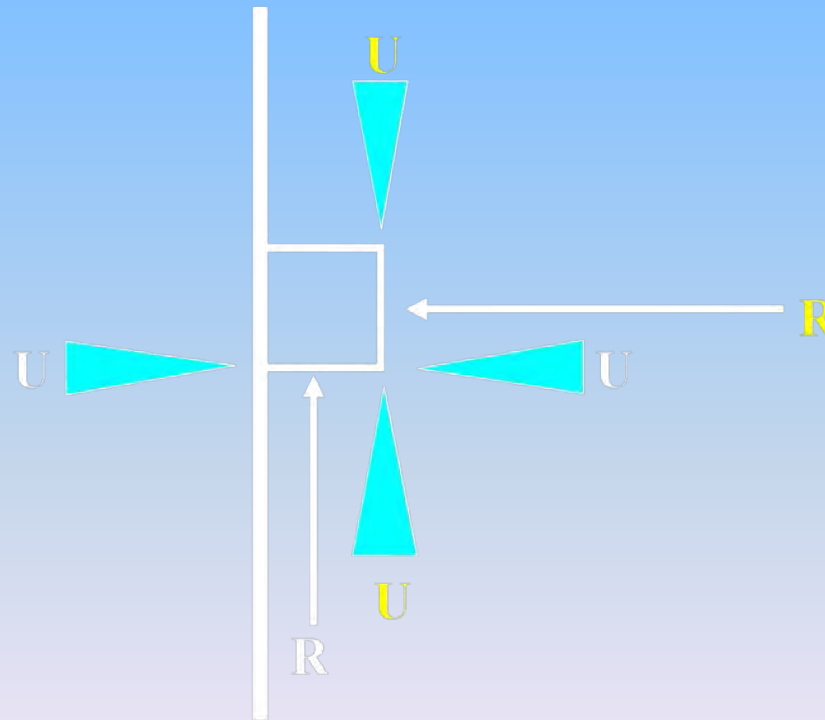
# Getting the Right Angle on the Play



2<sup>nd</sup> base



# Getting the Right Angle on the Play



3rd base



# Slap vs Drag vs Push Bunt



# Fake Tag





# Deliberate Crash vs Incidental Contact

Example:

- the catcher does not have the ball
- the catcher is not allowed to block the plate and is charged with obstruction
- call obstruction
- the runner crashes into the catcher
- if the crash is \*flagrant call Time, award the run and eject the runner
- all other runners return to the last base touched at the time of the stoppage of play
- \*flagrant is a judgment call – did the runner have their shoulder down or arms crossed or did not attempt to avoid the catcher



# TIME vs DEAD BALL vs Delayed Dead Ball

## Examples of Time:

- the umpire orders suspension in play when the play is dead/over
- the play is dead/over and the umpire wants to ensure that no further play happens so he may make a line up change, sweep the plate, confer with the score keeper, etc.
- a coach or player asks for Time
- a ball enters the field of play prior to a pitch (this is a judgment call as to whether or not the foreign ball will affect the game or be a safety concern)
- the pitcher pitches the ball when the umpire or batter is not ready for the pitch



# TIME vs DEAD BALL vs Delayed Dead Ball

## Examples of a Dead Ball:

- the ball touches any object that is not part of the official equipment or official playing area
- the ball touches a player or person not engaged in the game
- the ball lodges in the umpire's gear or in an offensive player's clothing
- a batter is hit by a pitch
- a batter is directly hit by a batted ball
- when interference is called



# TIME vs DEAD BALL vs Delayed Dead Ball

## Examples of a Delayed Dead Ball:

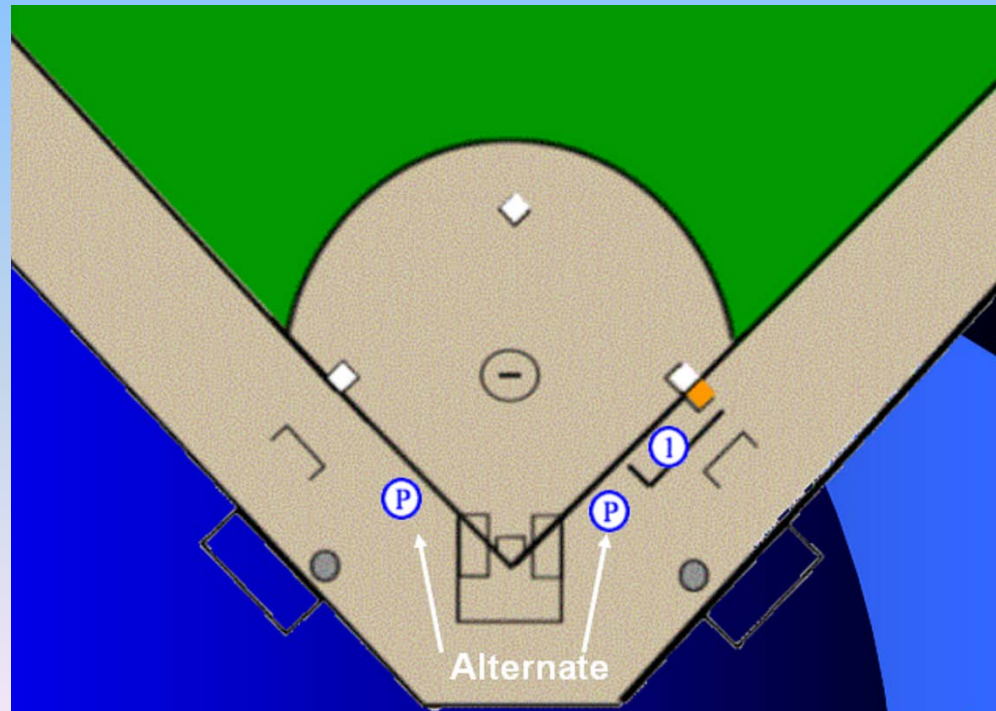
- an illegal pitch is thrown
- catcher's obstruction
- plate umpire interference
- obstruction
- detached equipment contacting a thrown ball, a pitched ball, or a fair-batted ball





# Two Man System - Basics

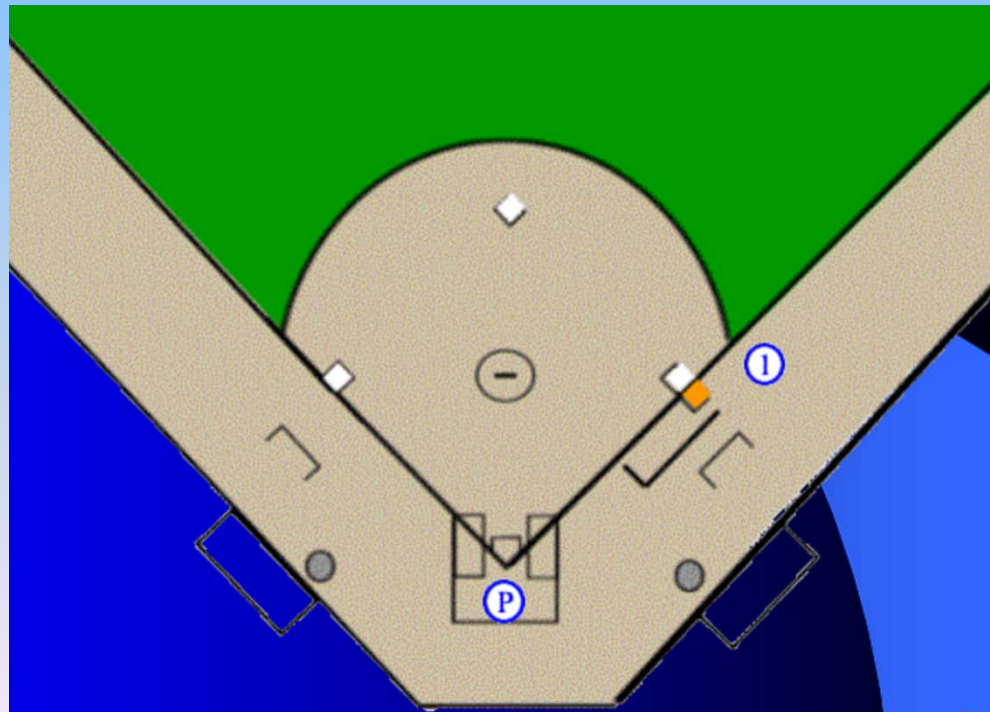
Plate and Base Umpires – Between innings





# Two Man System - Basics

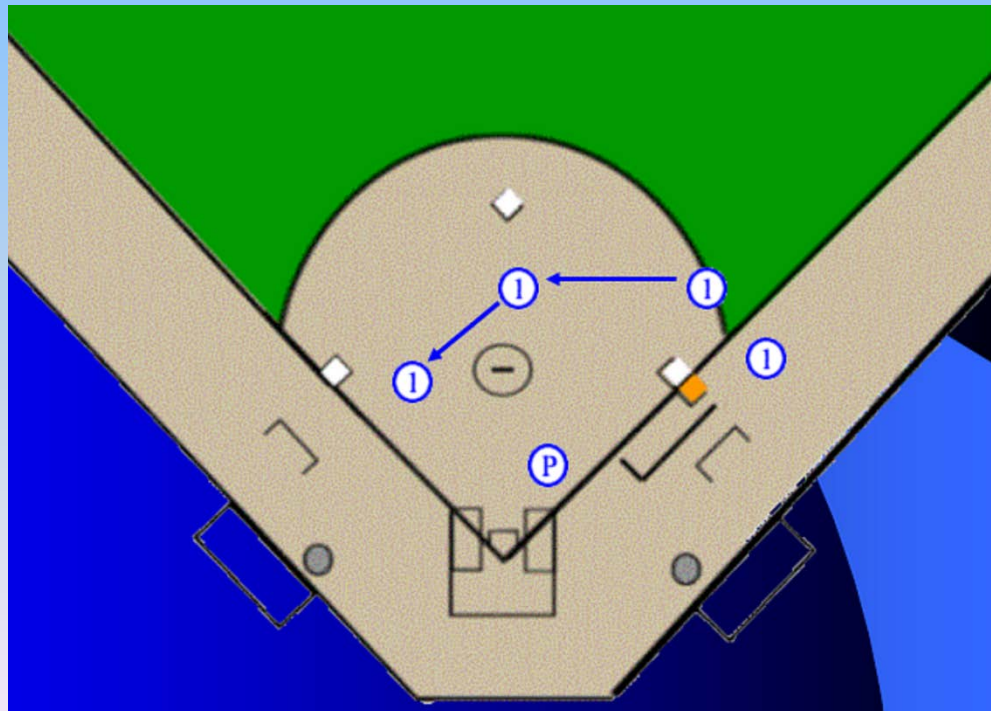
Plate and Base Umpires – Starting Positions





# Two Man System - Basics

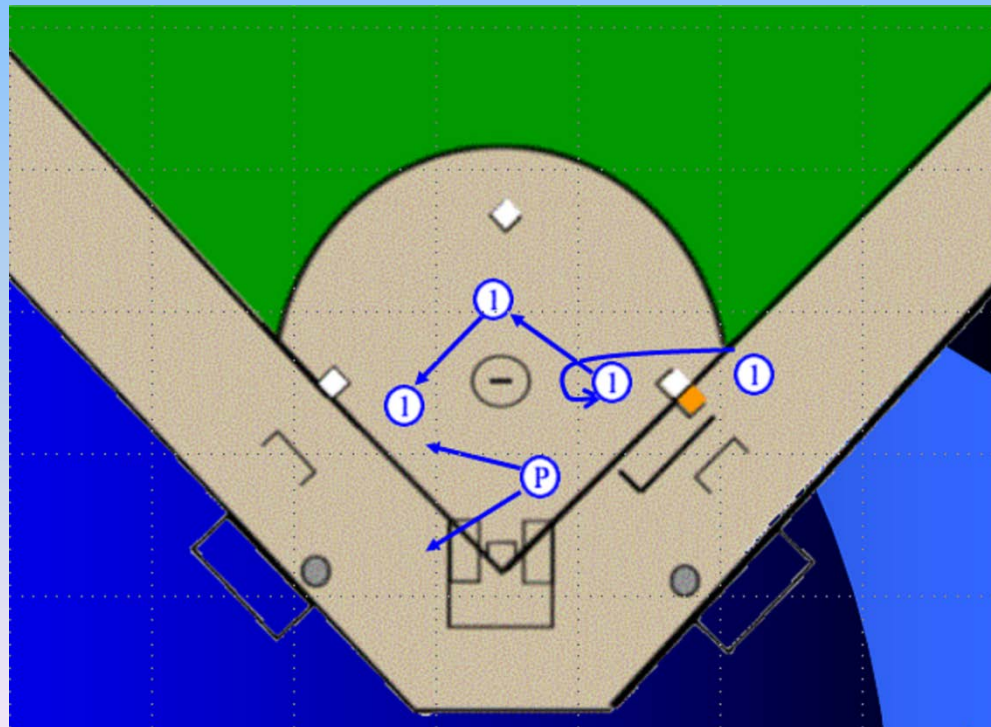
Ball Hit to the Infield





## Two Man System - Basics

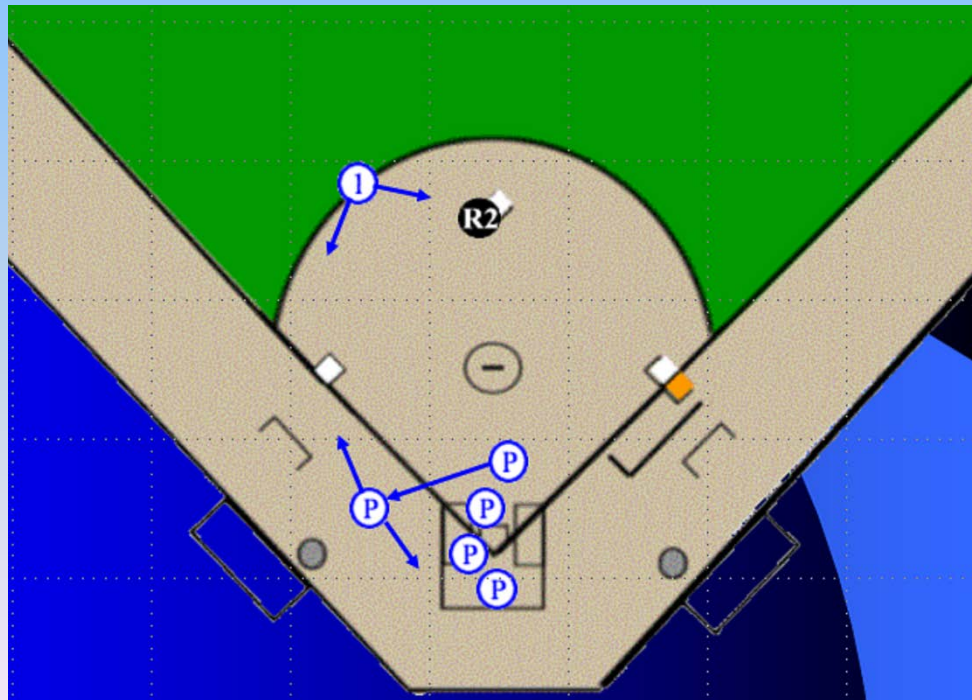
Ball Hit to the Outfield





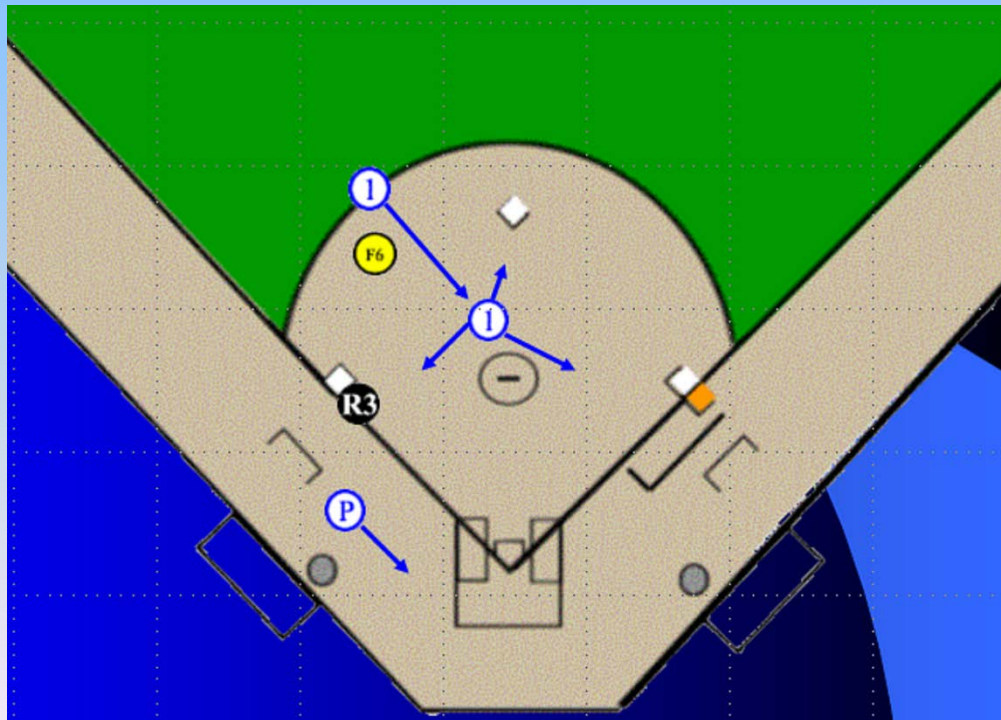
## Two Man System - Basics

Plate and Base Umpire – Runner on 2<sup>nd</sup>



# Two Man System - Basics

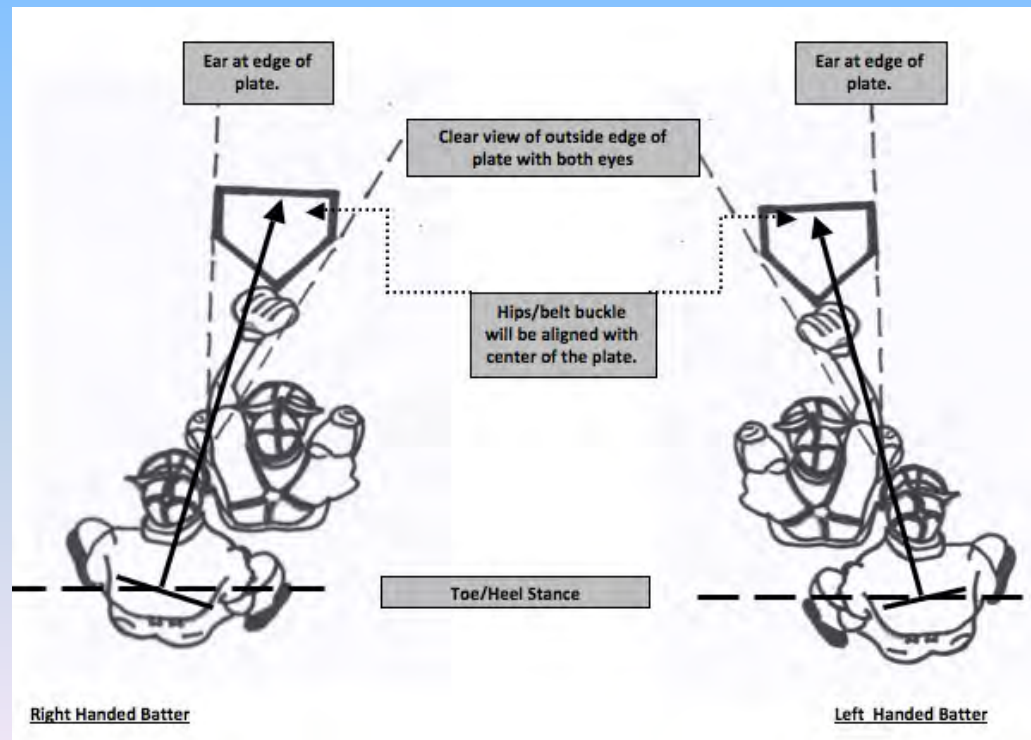
Plate and Base Umpire – Runner on 3rd





## Group Session (main room)

# Plate Mechanics







# Plate Mechanics





## Plate Mechanics





## Plate Mechanics





## Plate Mechanics





## Plate Mechanics





## Plate Mechanics





## Plate Mechanics





# Verbalizing and Selling a Call







# Exam