



Robson Ranch Softball Association

Fall Umpires Meeting

2025

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2025 RR Softball Association (RRSA) Board

Carol Rumberger, President	Bob Riley, Co-Ed Commissioner
Andy Bradshaw, Vice President	Mike Braam, Senior Commissioner
Jackie Fox, Secretary	Mike Lorenc, At Large
David Ferneding, Treasurer	Becky Milby, At Large



Umpire Rotation Goal

- **Critical For All VOLUNTEER umpires:**
 - Make the same calls
 - Use the same hand signals/voice calls
 - Execute the same field mechanics
 - Keep your cool (This is NOT about you)
- **We have to know the rules better than the managers**

Goal: You will likely make a bad call; Hope it does not change the outcome of the game.



Rules and Situations

ONLY Rule Books

- **2023 - 2024 Official Senior Softball-USA Rulebook**
- **Rules of Play 2025 For the Robson Ranch Senior Softball League ?? Feb 2025, Revision 26**
 - **More flexibility with the Senior/Coed League**
- **Board will try not to change rules in mid season**
- **Between Innings Feel Free to Ask Question of Other Umps**

You may take the rule book to the game, but NEVER pull it out to look up a rule, especially with a manager



Season Schedule

- **There Will be 10 Co-ed teams**
 - **During the Fall Season each Team Plays Each Other Once (Monday thru Friday)**
 - **Games start at 6:00 PM (5:30 PM (Later Games in Fall))**
- **There Will be 5 Over 70 teams**
 - **Play each Wednesday at 9:00 AM & 10:45**
- **Other Games like Freedom House Later in Season**
- **Pickup Games and other games as weather permits**
- **We Normally Do Not Umpire Travel Team Games**



Umpire Schedule

- **Schedule to have 3 umpires per game, but can umpire with two Or even one!!!.**
- **Need to identify times you cannot umpire**
- **This is changeable, but give us time to work it**
- **If unforeseen conflict arises, call Gary Warrick or Mike Conley**
- **Will send out umpire reminders, a week before**
- **If you have an issue at a game, email it to Gary Warrick or Mike Conley and let us resolve it. We will distribute the results to all umpires**



Umpire Schedule

- Spreadsheet to Set the Schedule
- Try to Only Schedule Umps Once per Week
- At Least ONE Long Term Ump on Each Rotation
- Try to Rotate to Positions You Feel Suited For
- New Umps Start at 3rd Base
- If you have a conflict, Let Gary Warrick or Mike Conley help Reschedule using Spreadsheet

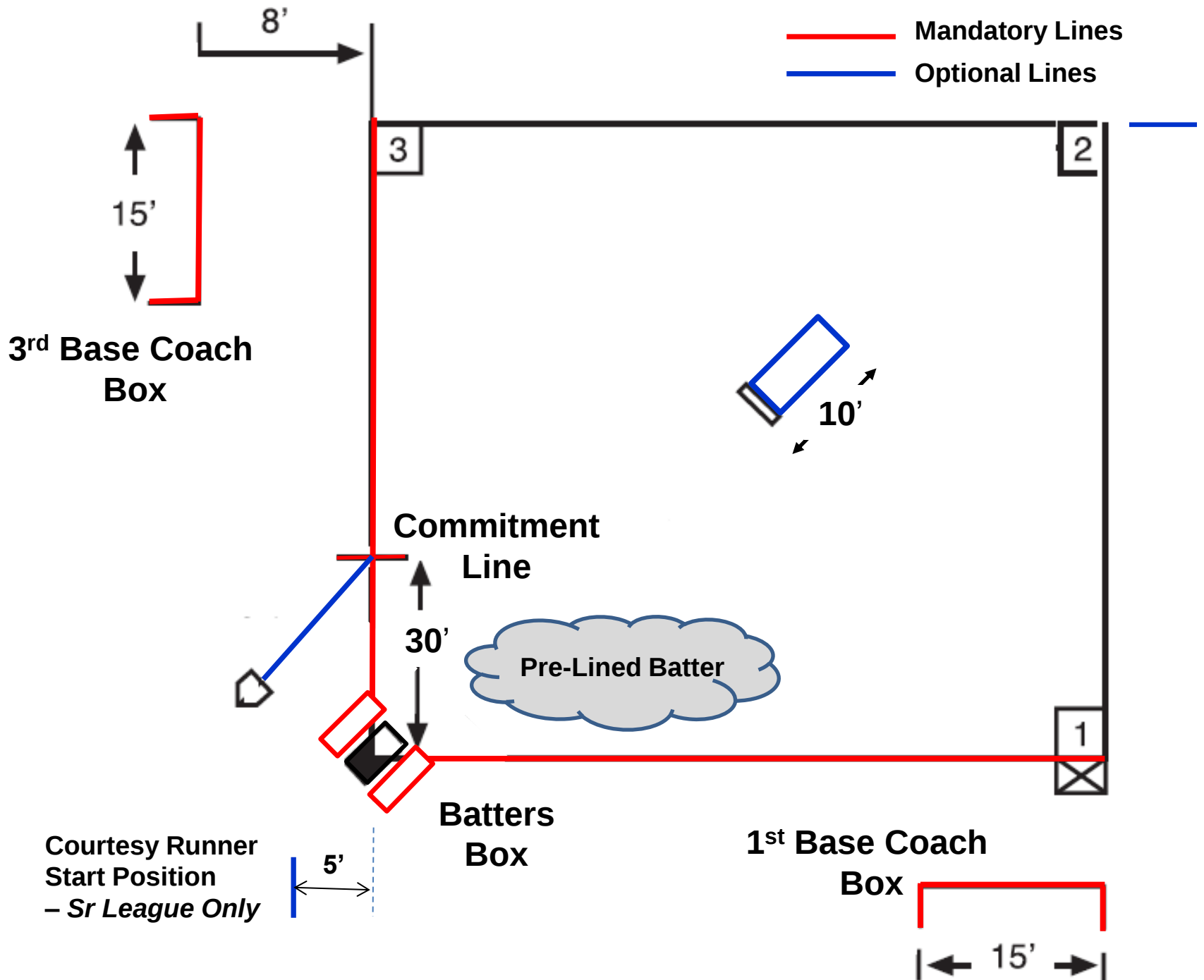
Check emails daily



Umpire Duties/Etiquette

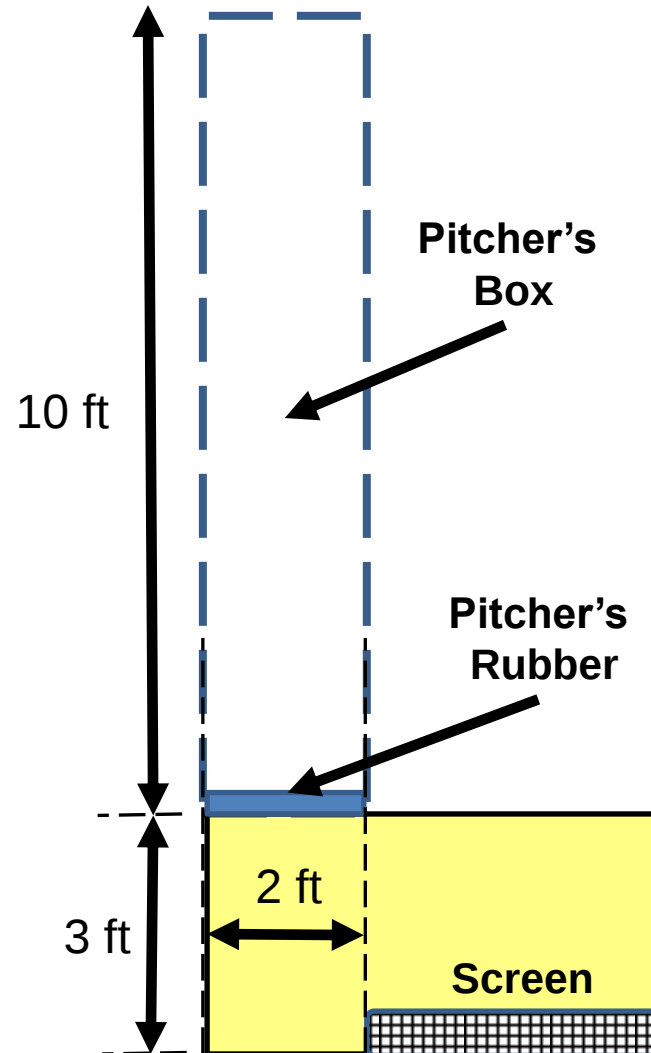
- **Try to be at game at least 20-30 minutes before the start**
- **Locate Umpire Game Bag Under Scorer's Booth**
 - Contains belt pouch, counter and brush for HP Umpire
 - Base umpires can use counter as desired
- **Get New Ball 12" Ball and Previously Used 12" Ball**
- **Ensure Field is Lined**
 - Commitment Line 30 ft from Home Plate, Batters Box, etc.)
- **Identify the Scorekeeper**
 - Keep track of inning, outs, batting order & score. Notify ump of 5 runs per inning
- **Start the game on time (Note sundown time in Fall)**
- **Managers are being given guidance on things they need to manage in front of Rules of Play (no longer umpire issues)**
 - If players are not adhering to appropriate softball etiquette, speak with the manager as the first warning, unless flagrant.
- **Ensure Dugout Gates are Closed When Play Begins Each Inning**
- **Ejection is our LAST, LAST resort**

— Mandatory Lines
— Optional Lines



Pitching Area

- Pitcher May Place the Screen at the Beginning of Each Inning
- Right Side or Left
- Option to Use
- Screen is part of field and keeps ball in play if hit by defensive player
- “No Pitch” if hit by batter



Right Side Placement



Before Game Meeting with the Managers

- Normally about 10 minutes before start of game
- Emphasize sportsmanship
- Ensure they have exchanged lineups (at least to score keeper/announcer & other coach)
 - Ensure each team meets the play requirement (12 Players, 2 Females and Approved by other manager)
 - Identify Courtesy Runners (up to 2)
 - Coed Only - Access if “one out” penalty will be required (11 players)
- Identify the official score keeper to managers
- Any recent changes to rules of play or things we think need to be reemphasized
- Answer any questions on rules
- Start national anthem 5 minutes before the game
- Make sure game starts on time



Keep the Game Moving

- **Monitor Daylight Conditions**
 - Early October will likely go to 5:00 PM. Not applicable for Spring League.
 - At Manager Mtg insure folks get on and off field in a timely manner (Warn the manager if necessary)
 - Limit warm up pitches to 3. (If pitcher late to the mound suspend the 3 pitches)
 - On Schedule will give you Sun Set Time. (20 minutes prior, start the final inning at the completion of that inning)
 - Rule for Fall Season – Start with 1 Ball, 1 Strike
 - Courtesy Foul

Basic Softball Hand Signals



Do Not Pitch



Play Ball

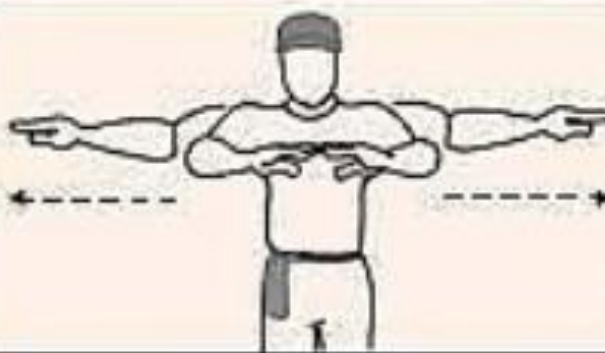


Time-Out, Foul Ball or
Dead Ball

No
Announcement



Fair Ball



Safe



Strike or Out



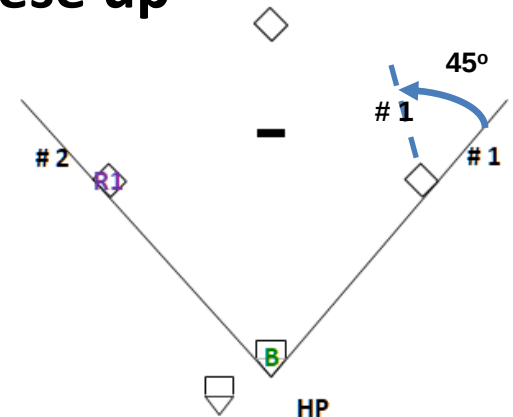
Audible Calls

- **Make Calls in a Timely Manner and in a Distinctive Voice**
 - Give yourself a couple of seconds before you make the call
 - Find style that works for you
 - Calls should be made so all know what is going on



Basic Umpire Field Mechanics

- Every Situation Has Primary Ump and Secondary Ump
- All umpires should be moving based on the situation
 - Each Play should have at Least 2 umps Who Could Make the Call (Primary/Secondary)
- Four element to make the call
 - Runner, Defensive Player, Base and Ball (5 at Home Plate)
 - Move to where your call lines all of these up
- Inside/Outside Rule
- Basic location for a base
 - 18 ft away; 45 degrees to the base
- 2 seconds to make the call
 - Routine or Definitive
- Prior to the pitch anticipate where you are suppose to go
- Umpires responsibility to stay out of the way





Basic Umpire Field Mechanics

- **After a Hit, Home Plate Umpire Calls Time Out once the ball is back in the infield, in control of an infielder, and runners are not advancing.**
- **Foul/Fair Balls in front of Bases Belongs to home Plate Ump to Call**
- **If Base Ump Turns Back to Home Plate, It is Their Call (Typically fly balls to the out field)**
- **Secondary Umpires can Echo a Call after Primary Ump has Made the Call**



Basic Umpire Field Mechanics

(Bang Bang Protocol at Base)

- **Get in Position**
- **Focus on the Base First**
 - Is Defensive Player Foot on the Base
 - This is first 2 of the 4 elements to line up
- **Stay Focused on the Base and Wait on the Offensive Player**
 - As soon as Offensive Player touches the base
 - Look up to see if Defensive Player has control of the ball
- **Wait 2 seconds and then make the call**



Who Makes the Call

- **Primary Ump Always Makes the Initial Call**
 - Even if you do not see it clearly
 - Do the Best You Can
 - *Reminder – Give yourself 2 sec to make the call)*
- **If Challenged by Manager**
 - Even if You are Sure of the Call, Get Input from Other Umpires and Then Make the Final Call
- **No umpire should overturn another umpires call**
 - **ONE EXCEPTION:** For NEW umpires - If call was clearly wrong; Senior Umpire should approach the new umpire for discussion and change call as necessary



Conflict with a Call

- Do not engage with players on disagreement of calls.
 - Only the manager (or designee)
- If a manager or designee questions a call, all umpires will get together to review. (Away from the manager).
 - Secondary Umpire provides input; We already know what the Primary called
 - Primary can Provide Rationale for the Call if Necessary
 - Gain Consensus with the other Umpires
 - The Senior Umpire Normally will then Announce the Field Call

**Do all you can to make the right call.
This reflects on all of the umpires, not just you.**



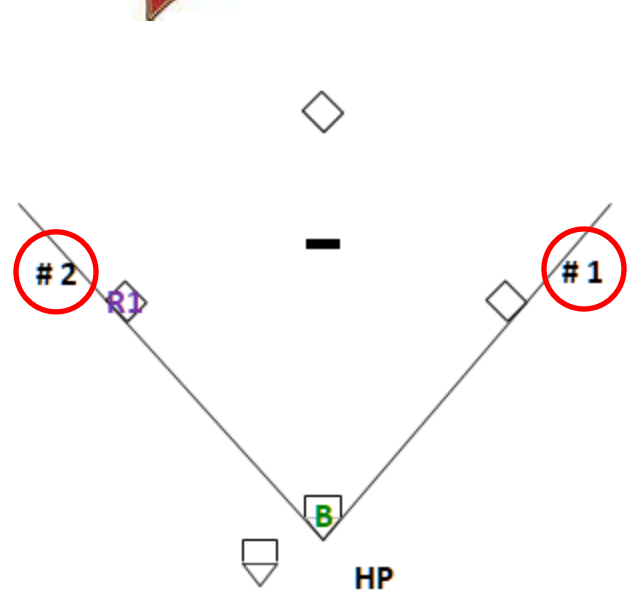
Ejections

- **What does it take for an ejection?**
 - Foul Language Directed at a Specific Person including umpires
 - Unsportsmanlike Threat to Anyone
- **If an Ejection is Warranted**
 - All umpires get together and Concur before Making the Call
 - Notify the Manager about the Individual and the Reason for the ejection (Not a discussion)
- **Individual must Leave the Dugout Area**
 - One out in the batting order

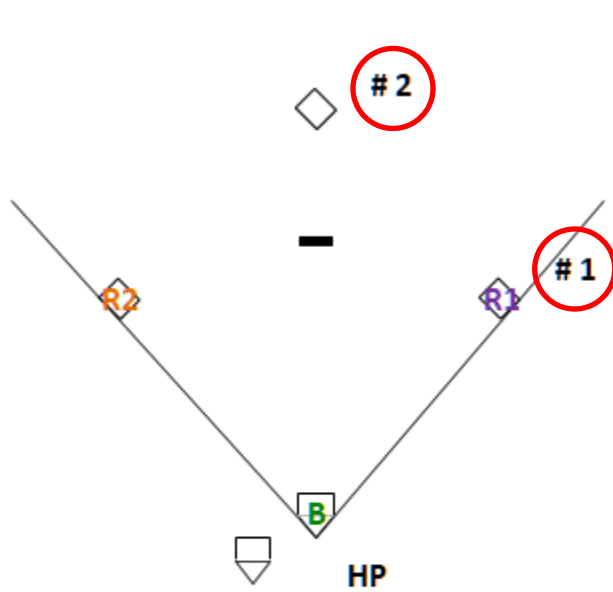
Ejections are a LAST Resort



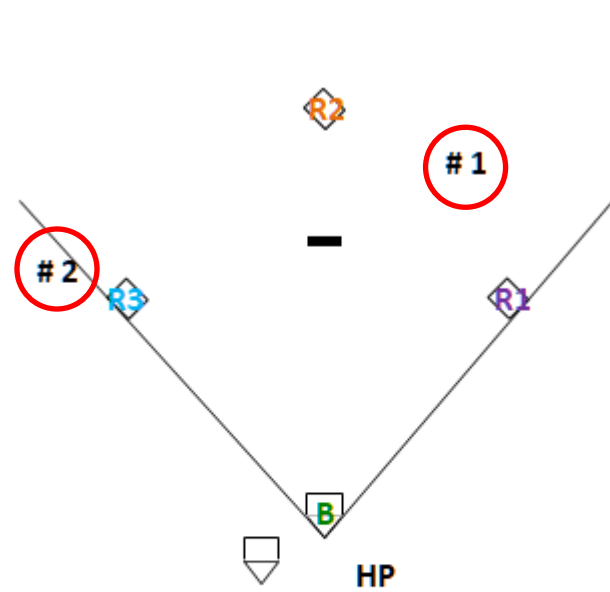
Umpire Starting Positions



- No runner going to 2nd base



- Runner going to 2nd base
AND
- No Runner going to 3rd base



- Runners on 1st & 2nd bases OR
- Runners on 2nd & 3rd bases OR
- Runners on 1st, 2nd, & 3rd bases

**Umpire Should Always be at a Base
that a Runner is Going To**



Field Mechanics



Umpire Field
Mechanics



Umpire Roster (22 Returning)

List of Umpires	Phone	Email	Team(s)
Baker, Scotty	214-334-7664	sbaker7890@gmail.com	Umpire Only
Basse, John	469-383-2400	John.Basse@aol.com	Umpire Only
Braam, Michael	414-870-0039	mbraam44@gmail.com	
Bravard, Bryan	515-720-4853	bryanbrav@msn.com	
Bradshaw, Andy	214-578-8129	AG.79@AOL.COM	
Buckrucker, Kevin	816-682-3745	servantflyguy@gmail.com	Umpire Only
Calverley, Mick	210-391-4811	mjcalverley@yahoo.com	
Conley, Mike	940-765-1531	conleymm@grandecom.net	
Grasser, Peter	972-793-2221	pgrasser@marketingplus.cc	
Kamrath, Ken	952 240 0286	k3nnykam@yahoo.com	DogGone
Lewis, Larry	469-644-4185	ldlewis247@Yahoo.com	
Pratt, Steve	940-367-7675	goofy2187@outlook.com	Umpire Only
Richardson, Bob	610 324-3809	rwrichardson09@gmail.com	Umpire Only
Riley, Bob	972-322-4205	briley21@gmail.com	
Rumberger, Carol	469-667-5026	Crumberger726@icloud.com	
Ruth, George	575-649-6078	ruthsjm@aol.com	Umpire Only
Studinski, Larry	817-991-7267	lstudinski33@gmail.com	Umpire Only
Tanner, John	605-545-5337	jtanner820@gmail.com	
Thomas, Danny	817-538-2887	712fireball@gmail.com	Umpire Only
Warrick, Gary	214-668-5575	garywarrick637@yahoo.com	
Wendt, George	940-597-0461	txgeorgew4@gmail.com	
White, Stu	412-719-6361	stuw75@yahoo.com	Umpire Only



New Umpire Roster

New Umpires			
Coffman, John	219-644-5509	ljcoffman1@outlook.com	
Ferneding, David	214-557-6822	dj55ferneding55@icloud.com	Catly



Umpire Attire



1st
Year
Umps



2nd
Year
Umps

- **Shirt & Cap Provided to Trained Umpires**
- **Athletic Shoes – Not flip flops**
- **Shorts or Pants any color**
- **Always bring a drink**
- **Brief snack if necessary – Don't eat during play (especially Hot Dogs)**
- **Bring Shirt and Cap even if Not in the Rotation – Might get called on out of stands**
- **If Cold, Wear Long Sleeve underneath, then Umpire shirt, Then vest if you have earned one (otherwise coat).**

Umpire Awards



- One Star:** 2 years' service & at least 20 rotations on the field
- Two Star:** 4 years' service & at least 40 rotations on the field
- Three Star:** 6 years' service & at least 60 rotations on the field



Clarification of Rules or Issues on the Field

- If you see something on the field you would like clarified or would like to share with the other umpires send email to Gary Warrick or Mike Conley.
- We will send response to individual or all umpires as appropriate
- These comments possible basis for rule changes



Game Evaluation

- **After each game, all umpires should have a quick dialog as to what went right/wrong in the game (5 min)**
 - **Need ways to measure our performance if we are to get better**
 - **Not intended to identify individuals, just things we need to work on.**
- **Email to Mike Conley or Gary Warrick on any item that needs to be shared with other umpires**



You Makes the Call

- Batter hits a line drive down the 3rd base line just inside the foul line that bounces just in front of 3rd base.—who makes the call, **the home plate umpire or the 3rd base umpire?**
- Batter running to first base touches the white bag (no defensive play) and then turns to the left to return to 1st base. In the meantime the first baseman gets the ball and touches the runner before he gets back to 1st base. **Is the runner out?**
- When should a foul ball be called a foul ball?
- If a runner hits a home run, does he have to go around the bases **(i.e. hit and sit).**
- Who calls a game as a result of weather?
- Who determines when the last inning is played?
- How many inning are considered a complete game?



Rules Changes for this Season



RR Rules of Play
Rev 23

There is now a substitution list (initial source for players)

12 Persons per team – At least 6 roster players, 2 female

- 10 Players or if don't have 2 females – forfeit
- If 11 on line up – penalty of 1 out, bottom of roster for the player
- 1 Female must play on defense each inning (play w/ 10 if no female in the field)
- If lose one player during play, manager/umpire decide how to proceed
- Senior League very flexible with these rules – manager choice

Substitutes are a managers decision prior to the game

- Umpires confirm approval at Manager's Meeting

Co-Ed team designate 2 players for Courtesy Runners



Unique RR Rules



RR Rules of Play
Rev 23

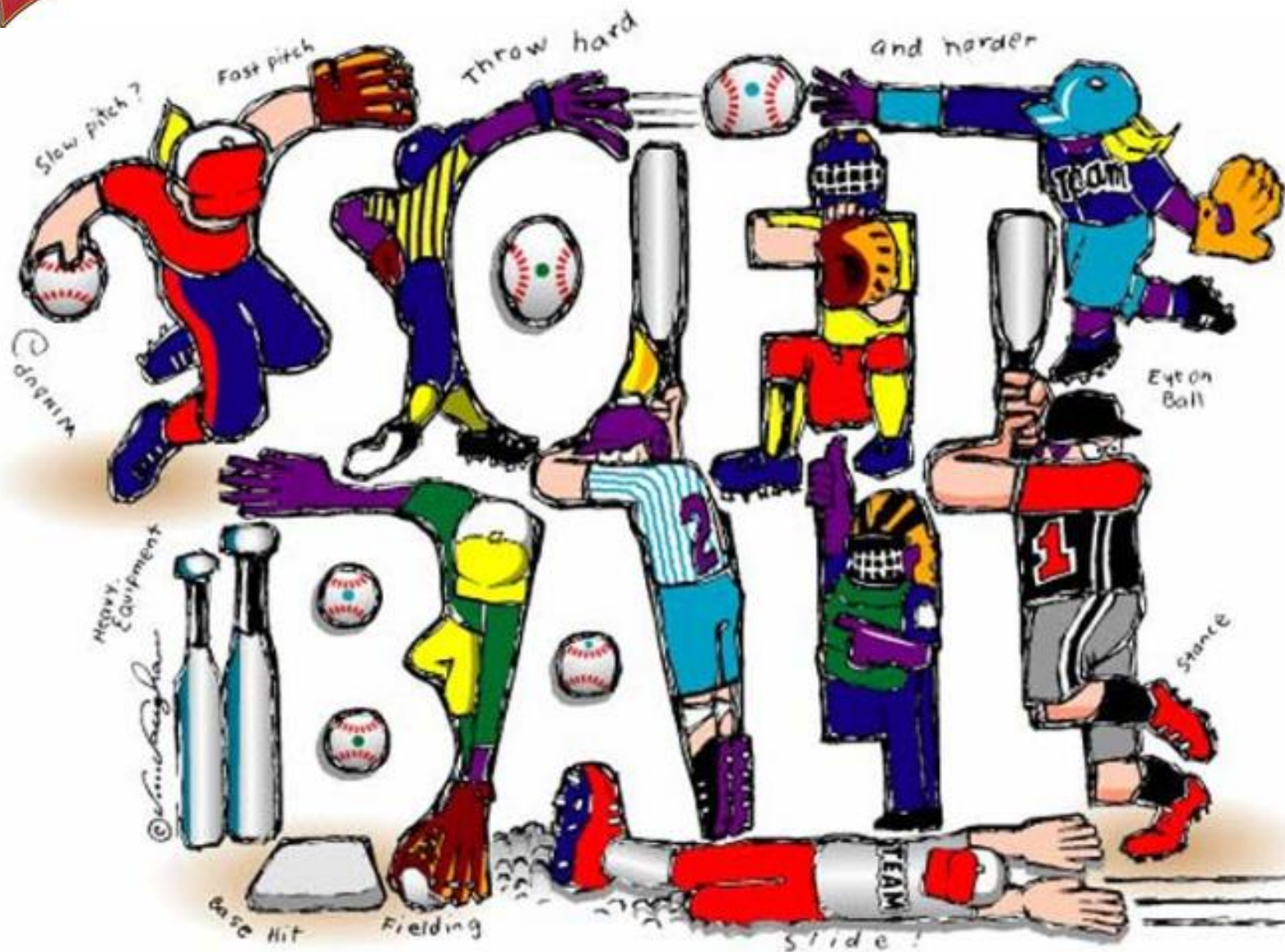
- **3 Touch Rule**
- **Infield Fly Rule**
- **Scoring Plate and Commit Line**
- **Immediate Time Out if Player Injured**
- **Conflict with an Umpire Call**



You Make the Call

**What situation have you seen we
could do better on?**

Questions





Field Mechanics Points

- **Field Lining**
- **Placement of the Pitchers Screen**
- **Starting Field Positions**
 - 2nd base starting position – explain why – in running lane and very likely to be in SS and Short Fielder position, best position to make call, easy to run after player going to 3rd.
- **Home Plate**
 - Strike Ball calls (Show strikes on right hand, balls on left)
 - Time Out (Call once ball back in infield)
 - Hold/Play Ball (Try to control fast pitch)
- **Make the hand signal and verbal call**
 - Foul Ball (Who calls it?)
 - Different situations (before/after base, grounder/fly ...)
 - Echo the call after primary makes call
 - When is a foul ball a foul ball?
 - Fair Ball
 - Out/Safe (Routine/Emphatic)
 - Interference (Defensive Person has Priority)
 - Obstruction (Runner Has Priority)
 - Incidental Contact
- **Primary and Secondary call responsibility**



Field Mechanics Points

Rule Changes

- Scoreboard Operator notifies HP Umpire of someone batting out of order. Umpire resolves issue – no longer an appeal play
- Must have 11 people and 2 females at beginning of the game or forfeit. Not waiver able by opposing manager
- If 12th player does not show up at end of the batting line up; out assessed
- Substitution approved prior to game; confirmed at manager's meeting before the game. Subs are based on rating level; not skill level
- If players leaves the game after it has started for any reason; one out will be assessed in lineup for every skill level 1 or 2. For skill level 3 & 4 lineup is just compressed.
- Any player eject, regardless of skill level will be one out in lineup
- Courtesy and Pinch runner (injured during the game)



Field Mechanics Points

- How to handle calls if questioned by coach (or designee)
- 1 and 1 count with a courtesy foul
- 6' and 12' pitch arc
- No infield fly rule
- How to make the bang – bang call
 - Get in the right position
 - Defensive player on the base
 - Wait for offensive player to touch the base
 - Immediately look to see if defensive play has control of the ball
 - Hold you call for 2 sec
 - Make the call
- Umpire Briefing Charts and umpire field mechanics charts on QuickScores



Field Mechanics Points

- **Orange and White 1st Base**
 - Defensive Player must be on white bag with the ball under control to make the out
 - Runner can only use the white base if rounding to go toward second
 - If ball overthrown, umpire needs to assess obstruction. Runner can go to white base to avoid a collision. Runner must make attempt to avoid collision. If obstruction; umpire can award 1st base.
- **Batters running lane**
 - If batter is hit by thrown ball in running lane; runner is safe
 - If batter is hit by thrown ball outside of running lane; interference; runner is out.
- **Outfielder bobbles a fly ball, but catches it – When can runner advance?**
- **Review of Some Rule Items**
 - Flip Flop now 5 runs
 - 3 Touch Rule (No designation – only SS and 2nd)
 - Courtesy Runner not passed 1st base
 - Senior League – Can have runner for batter (2 steps back from extended foul line)
 - Co-Ed Female on field all the time; players = # on roster;
 - Subs appvd before game, bat anywhere in the order
 - Keep dugout gates closed



Field Mechanics Points

Types of appeal plays:

1. Missing a base.
2. Leaving a base early on a caught fly ball before the ball is first touched.
3. Batting out of order.
4. Attempting to advance to second base after making a turn at first base (umpire's judgment).
5. ~~After the third out in order to nullify a run.~~
6. ~~Illegal substitute – must be made while they are in the game and before the umpires leave the playing field.~~



Interference/Obstruction Implementation

Q: Q: What are the element for Interference to be Called

- A:**
- 1) Defensive Play being made around the offensive player (likely the runner, but could be base coach)
 - 2) Contact does not have to be made by offensive player
 - 3) Offensive Player has responsibility to avoid the collision
 - 4) Dead Ball – Offensive Player is Out

Q: What are the element for Obstruction to be Called

- A:**
- 1) No Defensive Play being made around a runner
 - 2) Impedes the progress of a runner likely to be at the next base
 - 3) Defensive Player has the responsibility to avoid the collision
 - 4) Live ball – Make the call after Time Out is called

**These are more often than not,
a judgement calls by the umpire**



Interference/Obstruction Implementation

Q: What do you do about INCIDENTAL CONTACT at a base?

A: Umpire must decide if it is Incidental (No Call) or it is Obstruction or Interference (Make the Call)

Q: When can you overrun a base?

A: Only to avoid a collision (umpire judgement call)

- **Interference Call would Likely be made if the Runner Goes to the Base.**
- **A: 8.7(1) • OVER-RUNNING SECOND AND THIRD BASES: Players are not permitted to over-run second and third base without being in jeopardy of being tagged out.**



Interference/Obstruction Situations – You make the call

Q: Runner is obstructed by 2nd basemen in route to 3rd base, but would have been tagged out by 3rd basemen if not obstructed. Is the runner out or do you award the base?