Welcome to Softball Training



Agenda

- Infield Fly
- Plate Conference Demo
- Maintaining a Lineup Card
- Batting Out of Order
- Illegal vs Unreported Substitute
- Evaluator Training (Evaluators Only)

Infield Fly

- Definition Covered in Rule 2-29. Effect of an out covered in Rule 8-2-9.
- Elements of an Infield Fly
 - Runners on 1^{st} and 2^{nd} or all three bases
 - Less than 2 outs
 - Ordinary effort by an infielder (player making the play does not have to be an infielder)
 - Ball is in fair territory
- Effect
 - Batter Runner is declared out.
 - Base Runners may advance at their own risk. Tag appeals apply.

Infield Fly

- Umpire Mechanics
 - Prior to the pitch
 - Right hand open palm to chest
 - Should be initiated by the plate and repeated by the base umpire
 - At the Apex of the Infield Fly
 - Right hand closed fist straight up in the air
 - Verbal of "Infield Fly" or "Infield Fly if Fair"
 - Should be initiated by the plate umpire, but base umpire can call if the plate is unsure.

Plate Conference Demo

- Elements of a Plate Conference
 - Review Lineups
 - Team Name
 - Head Coach Name
 - Starting Lineup with First Initial, Last Name, Number, and Position
 - 9 or 10 in the starting lineup. If 10, then look for flex in 10 spot & DP somewhere in the first 9
 - Any subs with First Initial, Last Name and Number
 - Introductions
 - Safely and Properly Equipped
 - Ground Rules and Field Observations
 - Clarification of Unique Rules (Run rule, time limit, etc)
 - Any Points of Emphasis (Keep this brief! Don't cover the rule book.)
 - Safety Helmets on at all time on playing field
 - Give Partner a Chance to Add
 - Questions from the Coaches

Maintaining a Lineup Card

Some General Rules to Follow with Lineup Cards

- Be consistent in your recording of changes. You need to be able to recreate what has occurred in the game.
- Record Changes as they happen. Do not wait until in between innings
- Check them for the following during the plate meeting
 - Team Name
 - Head Coach Name
 - Starting lineup with First Initial, Last Name, Number, and Position
 - Subs with First Initial, Last Name, and Number
- Record the following changes
 - Any change to the starting lineup
 - Any use of substitutes
 - Any courtesy runners for pitcher catcher
 - Any defensive visits and the inning it occurred
- Be efficient but thorough. The game can't go on until you are ready

	Number	Name	Position
1	17	J. Mora	1st (3)
2	31	D. Best	LF (7)
3	8	L. Laurinaitis	RF(9)
4	14	F. Bunch	CF (8)
5	23	D. Marino	DP
6	1	Z. Taylor	2nd (4)
7	6	M. Morrison	3rd (5)
8	18	B. Nice	P (1)
9	34	C. West	C (2)
10	00	J. Lewis	Flex/SS (6)

Substitutes

Number	Name
4	W. Inn
12	N. Busy
25	S. Little

Lineup Card has all the proper elements

- Team Name
- Head Coach name
- Starting lineup with First Initial, Last Name, Number, and Position
- Subs with First Initial, Last Name and Number

	Number	Name	Position	
1	17	J. Mora	1st (3)	
2	31	D. Best	LF (7)	
3	8	L. Laurinaitis	RF(9)	
4	14	F. Bunch	CF (8)	
5	23	D. Marino	DP	
6	1	Z. Taylor	2nd (4)	
7	6	M. Morrison	3rd (5)	
8	-18	B. Nice	P (1)	4
9	34	C. West	C (2)	
10	00	J. Lewis	Flex/SS (6)	

Substitutes

Number	Name
4	W. Inn
12	N. Busy
25	S. Little

Making Changes to the Lineup Card

- 1. Sub Number 4 for number 18 and 4 will pitch
- 2. Change Pitcher to number 14 and Number 4 to CF
- 3. Reenter B. Nice for W. Inn
- 4. Enter the flex 00 to pinch run for the DP 23
- 5. Reenter the DP 23
- 6. Enter 25 for 17
- 7. Enter N. Busy for the flex J. Lewis and play SS
- 8. Reenter 4 for 18

- Line through 4 on the sub list
- Line through 18 on Starter List
- Add 4 next to the batting line up for 18

	Number	Name	Position
1	17	J. Mora	1st (3)
2	31	D. Best	LF (7)
3	8	L. Laurinaitis	RF(9)
4	14	F. Bunch	CF (8) P
5	23	D. Marino	DP
6	1	Z. Taylor	2nd (4)
7	6	M. Morrison	3rd (5)
8	-18	B. Nice	P (1) CF
9	34	C. West	C (2)
10	00	J. Lewis	Flex/SS (6)

Substitutes

Number	Name
4	W. Inn
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Making Changes to the Lineup Card

- 1. Sub Number 4 for number 18 and 4 will pitch
- 2. Change Pitcher to number 14 and Number 4 to CF
- 3. Reenter B. Nice for W. Inn
- 4. Enter the flex 00 to pinch run for the DP 23
- 5. Reenter the DP 23
- 6. Enter 25 for 17

4

- 7. Enter N. Busy for the flex J. Lewis and play SS
- 8. Reenter 4 for 18

- Line through CF on line 4 and write a P
- Line through P on line 8 and write a CF

	Number	Name	Position
1	17	J. Mora	1st (3)
2	31	D. Best	LF (7)
3	8	L. Laurinaitis	RF(9)
4	14	F. Bunch	C F (8) P
5	23	D. Marino	DP
6	1	Z. Taylor	2nd (4)
7	6	M. Morrison	3rd (5)
8	(18)	B. Nice	P(1) CF 4
9	34	C. West	C (2)
10	00	J. Lewis	Flex/SS (6)

Substitutes

Number	Name
4	W. Inn
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Making Changes to the Lineup Card

- 1. Sub Number 4 for number 18 and 4 will pitch
- 2. Change Pitcher to number 14 and Number 4 to CF
- 3. Reenter B. Nice for W. Inn
- 4. Enter the flex 00 to pinch run for the DP 23
- 5. Reenter the DP 23
- 6. Enter 25 for 17
- 7. Enter N. Busy for the flex J. Lewis and play SS
- 8. Reenter 4 for 18

- Circle Number 18 in the Lineup
- Line through number 4 on line item 8
- Circle number 4 on the sub lineup

	Number	Name	Position	
1	17	J. Mora	1st (3)	
2	31	D. Best	LF (7)	
3	8	L. Laurinaitis	RF(9)	
4	14	F. Bunch	CF (8) P	
5	-23	D. Marino	DP	00
6	1	Z. Taylor	2nd (4)	
7	6	M. Morrison	3rd (5)	
8	(18)	B. Nice	P (1) CF	4
9	34	C. West	C (2)	
10	00	J. Lewis	Flex/SS (6)	

Substitutes

Name
W. Inn
N. Busy
S. Little

Making Changes to the Lineup Card

- 1. Sub Number 4 for number 18 and 4 will pitch
- 2. Change Pitcher to number 14 and Number 4 to CF
- 3. Reenter B. Nice for W. Inn
- 4. Enter the flex 00 to pinch run for the DP 23
- 5. Reenter the DP 23
- 6. Enter 25 for 17
- 7. Enter N. Busy for the flex J. Lewis and play SS
- 8. Reenter 4 for 18
- 9. Visit to the pitching circle in the 5th inning Changes Made
- Line through 23
- Added 00 to line number 5

	Number	Name	Position	
1	17	J. Mora	1st (3)	
2	31	D. Best	LF (7)	
3	8	L. Laurinaitis	RF(9)	
4	14	F. Bunch	CF (8) P	
5	23	D. Marino	DP	-00
6	1	Z. Taylor	2nd (4)	
7	6	M. Morrison	3rd (5)	
8	(18)	B. Nice	P (1) CF	4
9	34	C. West	C (2)	
10	00	J. Lewis	Flex/SS (6)	

Substitutes

Number	Name
4	W. Inn
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Making Changes to the Lineup Card

- 1. Sub Number 4 for number 18 and 4 will pitch
- 2. Change Pitcher to number 14 and Number 4 to CF
- 3. Reenter B. Nice for W. Inn
- 4. Enter the flex 00 to pinch run for the DP 23
- 5. Reenter the DP 23
- 6. Enter 25 for 17
- 7. Enter N. Busy for the flex J. Lewis and play SS
- 8. Reenter 4 for 18
- 9. Visit to the pitching circle in the 5th inning Changes Made
- Line through 00 on line number 5
- Circle number 23

	Number	Name	Position	
1	17	J. Mora	1st (3)	25
2	31	D. Best	LF (7)	
3	8	L. Laurinaitis	RF(9)	
4	14	F. Bunch	CF (8) P	
5	23	D. Marino	DP	-00
6	1	Z. Taylor	2nd (4)	
7	6	M. Morrison	3rd (5)	
8	(18)	B. Nice	P (1) CF	4
9	34	C. West	C (2)	
10	00	J. Lewis	Flex/SS (6)	

Substitutes

Number	Name
4	W. Inn
12	N. Busy
25	S. Little

Making Changes to the Lineup Card

- 1. Sub Number 4 for number 18 and 4 will pitch
- 2. Change Pitcher to number 14 and Number 4 to CF
- 3. Reenter B. Nice for W. Inn
- 4. Enter the flex 00 to pinch run for the DP 23
- 5. Reenter the DP 23
- 6. Enter 25 for 17
- 7. Enter N. Busy for the flex J. Lewis and play SS
- 8. Reenter 4 for 18

- Line through number 17
- Line through number 25 in the sub list
- Add number 25 to lineup number 1

	Number	Name	Position	
1	17	J. Mora	1st (3)	25
2	31	D. Best	LF (7)	
3	8	L. Laurinaitis	RF(9)	
4	14	F. Bunch	CF (8) P	
5	23	D. Marino	DP	-00
6	1	Z. Taylor	2nd (4)	
7	6	M. Morrison	3rd (5)	
8	(18)	B. Nice	P (1) CF	4
9	34	C. West	C (2)	
10	-00	J. Lewis	Flex/SS (6)	12

Substitutes

Name
W. Inn
N. Busy
S. Little

Making Changes to the Lineup Card

- 1. Sub Number 4 for number 18 and 4 will pitch
- 2. Change Pitcher to number 14 and Number 4 to CF
- 3. Reenter B. Nice for W. Inn
- 4. Enter the flex 00 to pinch run for the DP 23
- 5. Reenter the DP 23
- 6. Enter 25 for 17
- 7. Enter N. Busy for the flex J. Lewis and play SS
- 8. Reenter 4 for 18

- Line through number 00
- Line through number 12 on Substitutes List
- Add 12 to lineup line number 10

	Number	Name	Position	
1	17	J. Mora	1st (3)	25
2	31	D. Best	LF (7)	
3	8	L. Laurinaitis	RF(9)	
4	14	F. Bunch	C F (8) P	
5	23	D. Marino	DP	-00
6	1	Z. Taylor	2nd (4)	
7	6	M. Morrison	3rd (5)	
8	(18)	B. Nice	P (1) CF	4
9	34	C. West	C (2)	
10	-00	J. Lewis	Flex/SS (6)	12

Substitutes

Number	Name
4	W. Inn
12	N. Busy
25	S. Little

Making Changes to the Lineup Card

- 1. Sub Number 4 for number 18 and 4 will pitch
- 2. Change Pitcher to number 14 and Number 4 to CF
- 3. Reenter B. Nice for W. Inn
- 4. Enter the flex 00 to pinch run for the DP 23
- 5. Reenter the DP 23
- 6. Enter 25 for 17
- 7. Enter N. Busy for the flex J. Lewis and play SS
- 8. Reenter 4 for 18

- Line through number 18 to make an X
- Line through number 4 on the substitutes list to make an X
- Circle Number 4 on lineup line number 8

	Number	Name	Position	
1	17	J. Mora	1st (3)	25
2	31	D. Best	LF (7)	
3	8	L. Laurinaitis	RF(9)	
4	14	F. Bunch	C F (8) P	
5	23	D. Marino	DP	-00
6	1	Z. Taylor	2nd (4)	
7	6	M. Morrison	3rd (5)	
8	18	B. Nice	P (1) CF	4
9	34	C. West	C (2)	_
10	-00	J. Lewis	Flex/SS (6)	12

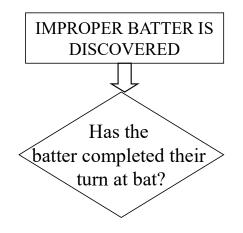
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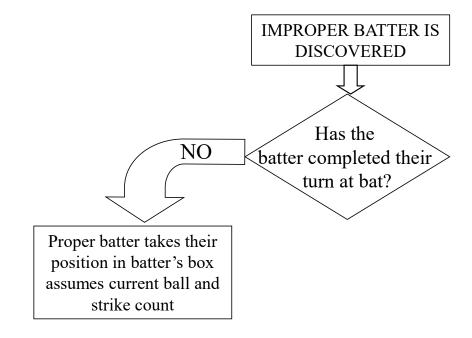
Substitutes		
Number Name		
4	W. Inn	
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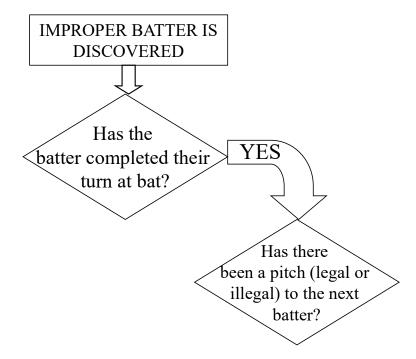
Making Changes to the Lineup Card

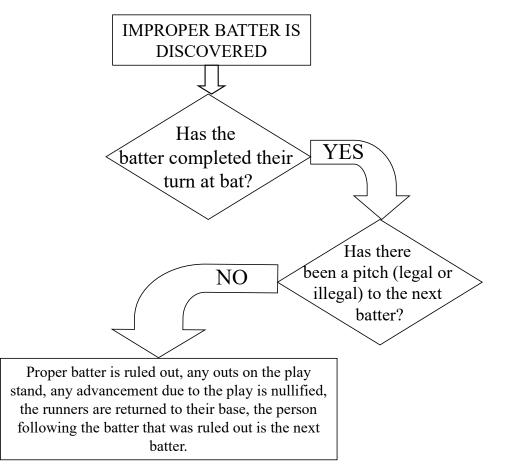
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- 2. Change Pitcher to number 14 and Number 4 to CF
- 3. Reenter B. Nice for W. Inn
- 4. Enter the flex 00 to pinch run for the DP 23
- 5. Reenter the DP 23
- 6. Enter 25 for 17
- 7. Enter N. Busy for the flex J. Lewis and play SS
- 8. Reenter 4 for 18
- 9. Visit to the pitching circle in the 5th inning Changes Made
- Add the letter V and the number 5 to the lineup card

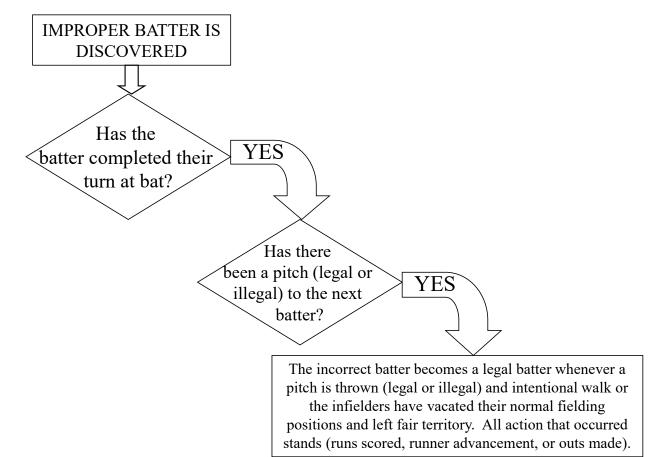
IMPROPER BATTER IS DISCOVERED

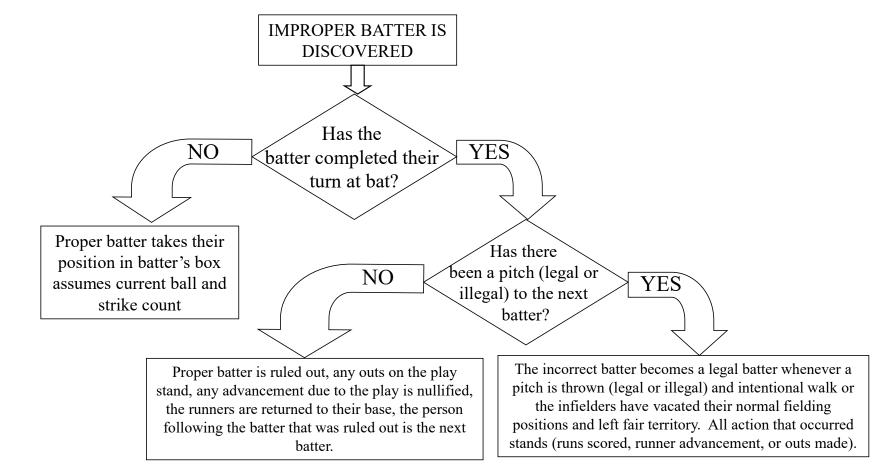












Illegal Substitute vs Unreported Substitute

- Definitions are in Rule 2-57 Article 2 and 3
- Illegal Substitute a player who enters or reenters a game without eligibility to do so
- Unreported Substitute a substitute who has a legal right to participate in the game but has not reported to the umpire prior to participation

Illegal Substitute vs Unreported Substitute

NFHS Illegal Player Penalty Chart

	Discovered	Penalty (Rule 3-4)
Offensive	In the batter's box and/or before the batter-runner reaches first base, or is put out and before a pitch to the next batter.	 Illegal Substitute is restricted to bench/dugout for remainder of the game. The player is called out(unless already out). The proper batter is considered to have lost their turn at bat. The next proper batter shall bat.
	When the illegal player advances or causes a play allowing another runner to advance and the infraction is detected before the next pitch.	 Illegal Substitute is restricted to bench/dugout for remainder of the game. The player is called out (unless already out). Play is nullified, outs made stand, runners not put out return to base(s) occupied at the time of the pitch.
Player	When the illegal player advances or causes a play allowing another runner to advance and the infraction is detected after the next pitch.	 Illegal Substitute is restricted to bench/dugout for remainder of the game. If still on base the player is called out. Play stands.
	In a game-ending play it is detected prior to all infielders and/or umpires leaving the diamond.	 Illegal Substitute is restricted to bench/dugout for remainder of the game. If still on base the player is called out. Play is nullified, outs made stand, runners not put out return to base(s) occupied at the time of the pitch.
Defensive Player Before Next Pitch	Illegal player was involved in a play with a batted ball.	 Illegal Player/Substitute is restricted to dugout/bench for remainder of the game. Offensive team has the option of taking the play, or the out is nullified, runners return to base occupied at time of pitch and the batter is allowed to bat again with the same count.
	Illegal player handled or touched a non-batted ball that leads to a runner being put out.	 Illegal Player/Substitute is restricted to dugout/bench for remainder of the game. Offensive team has the option of taking the play, or the out is nullified, runners return to base occupied at time of pitch and the pitch is canceled if it is a strike or stands if it is a ball.
	Illegal player handled or touched a non-batted ball that alters the play, but no runner is put out.	 Illegal Player/Substitute is restricted to dugout/bench for remainder of the game. Umpires may award bases based on judgement and the circumstances concerning the play and the pitch is canceled if it is a strike or stands if it is a ball.
	nsive player is discovered after another pitch or any time an illegal bstitute handles a non-batted ball that does not lead to a runner being put out or alter the play.	 Illegal player/substitute is restricted to the dugout/bench area for the remainder of the game. All Play Stands

Illegal Substitute vs Unreported Substitute

NFHS Batting Out Of Order/Inaccurate Lineup/Unreported Substitute Penalty Chart

	Batting Out of Order	Inaccurate Lineup	Unreported Sub/Courtesy Runner
Issue	Rule 7-1-2	Rule 3-1-3	Rule 3-3-4, 3-6-7, 8-9-7
A Player Has Entered The Game And The Plate Umpire Declares The Ball Live.	Not Applicable.	Not Applicable.	1 All Disu Chanda
Offensive Team Corrects Own Mistake (Offense or Defense)	During the at bat, the offense may correct the issue with no penalty. Only the defensive team may appeal batting out of order after the batter has completed their time at bat.		 All Play Stands. The Unreported Substitute Is Now Officially In The
Defensive Team Alerts Umpire While Offender Is At Bat	The improper batter is replaced with the proper batter and assumes the ball and strike count. No further penalty.	1. All Play Stands.	Game. 3. First offense is a
Defensive Team Alerts Umpire Immediately After A Completed Turn At Bat, Before The Next Pitch Or Before Players Vacate Their Positions At The End Of An Inning.	 The batter who should have batted is declared out. The improper batter's time at bat is negated and the batter is returned to the dugout/bench area. All runners called out on the play remain out; all other runners are returned to the base occupied at the time of the pitch. The next proper batter shall be the batter that follows that of the proper batter who was called out Any advancement of a runner while the improper batter is at bat is legal. 	 First offense is a team warning to head coach. Second violation, head coach is restricted to dugout/bench 	 a. First offense is a team warning to head coach. 4. Next offender on that team and head coach are restricted to dugout/bench for the remainder of the game for a
Defensive Team Alerts Umpire After A Completed Turn At Bat, But After The Next Pitch Or After Players Vacate Their Positions At The End Of An Inning.	 The improper batter becomes the proper batter and the results of the batter's time at bat becomes legal. The next proper batter shall be the batter whose name follows the legalized improper batter. 	area for the remainder of the game.	second violation.
A Lineup Issue Is Noted When A Substitution Is Made.	Not Applicable.		Not Applicable.

Next Meeting and Test

- Next Meeting is Monday, February 26 at Salem HS Schola
- Test and Clinic due by March 11. Don't be late!!

Questions?

